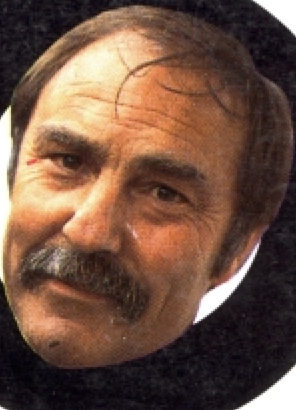
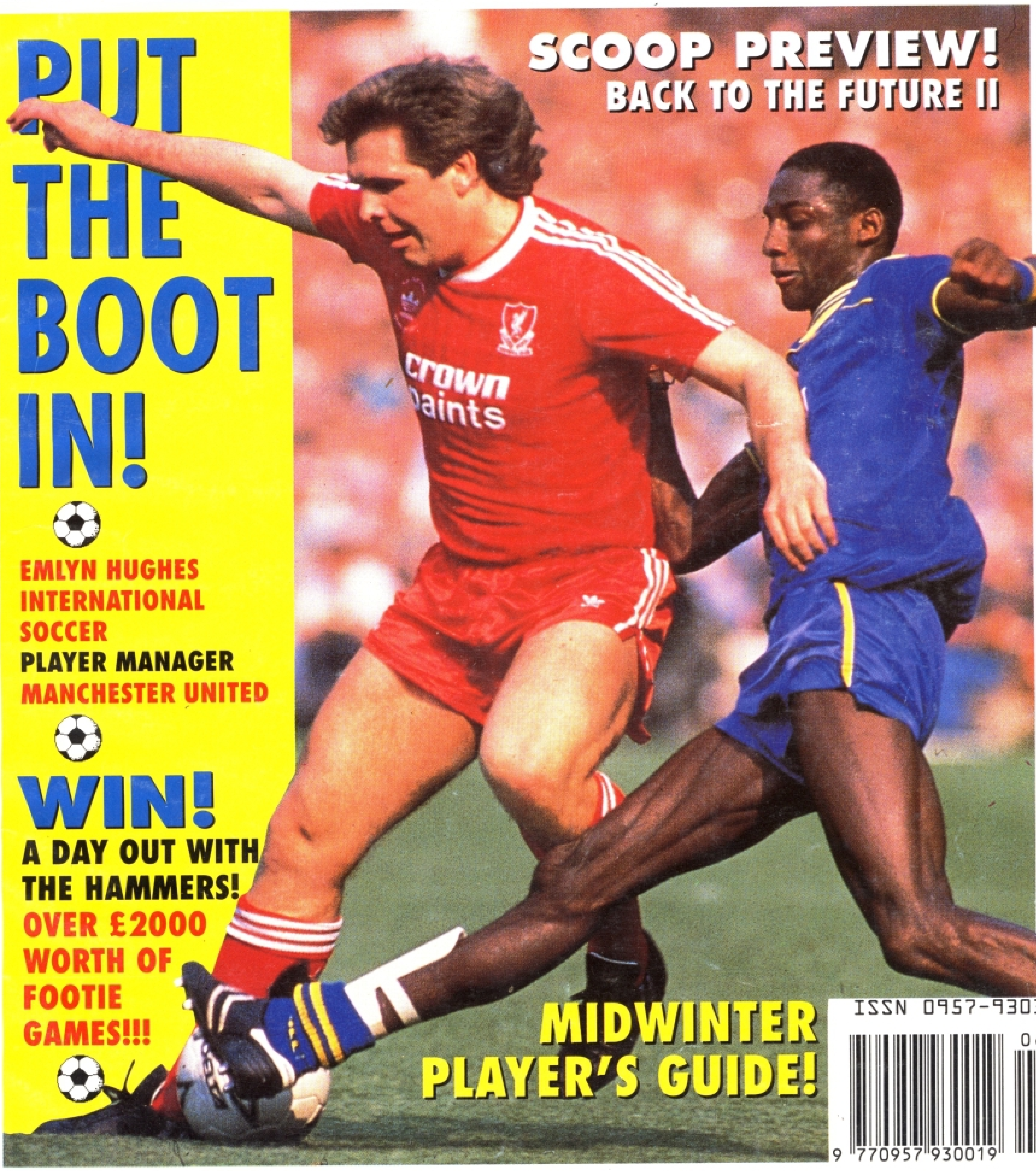
ZERO



GAMES ST AMIGA PC CONSOLES

ISSUE SIX
APRIL
£1.50



PUT THE BOOT IN!

EMLYN HUGHES INTERNATIONAL SOCCER
PLAYER MANAGER
MANCHESTER UNITED

WIN!

A DAY OUT WITH THE HAMMERS!
OVER £2000 WORTH OF FOOTIE GAMES!!!

SCOOP PREVIEW!

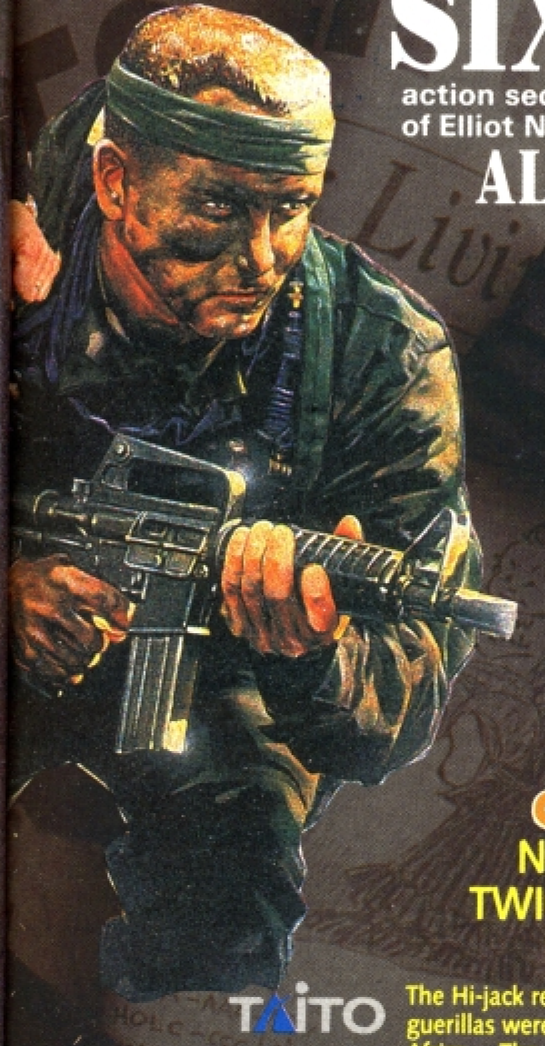
BACK TO THE FUTURE II

MIDWINTER PLAYER'S GUIDE!

ISSN 0957-9303
06
9 770957 930019


TAKE THE LAW
OWN
THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!
VOTED ARCADE GAME OF THE YEAR
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.
CHASE H.Q.
TAITO
TURBO BOOST!
Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!
BARRELLING THROUGH THE CITY STREETS, along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide ...
HIGH SCORE 3907379
SCORE 1933747
TIME 21
DISTANCE
SPEED 107 km/h
RESCUE ALL HOSTAGES
LIFE
WITH THE MATCHLES VIGILANTE
ALL AVAILABLE FOR ATARI ST · AMIGA
Ocean Software Limited · 6 C Stree
Telephone: 061 832 6633 · Telex: 67 OC

AW INTO YOUR HANDS



SIX INSPIRED

action sequences put you in control of Elliot Ness's elite squad of crime-busters.

ALLEYWAY SHOOTOUTS, THE BORDER RAID,

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

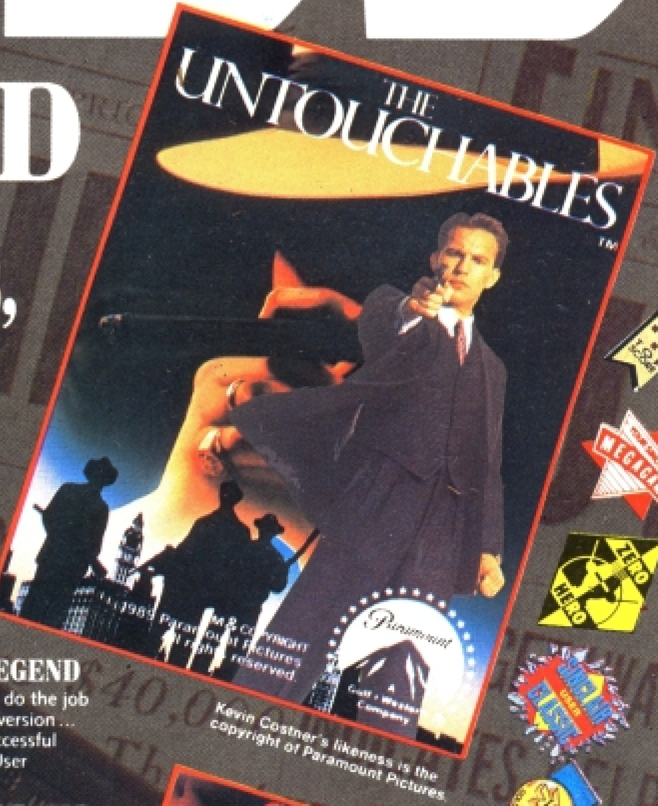
ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

THE UNTOUCHABLES – LIVE AN AMERICAN LEGEND

"an absolute corker of a game ... as smooth and polished as you can get, animation is top notch ... a brilliant film conversion" Games Machine

"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User



Kevin Costner's likeness is the copyright of Paramount Pictures.

BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No. 1 HIT... OPERATION WOLF...

NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE

ROY ADAM IS BACK!

TAITO

The Hi-jack report came from a DC10 leaving Paris for Boston –Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa... The plane lands in hostile territory and the terrorists begin their demands...

USE THE LASERSIGHT

or the bulletproof vest, but watch out for

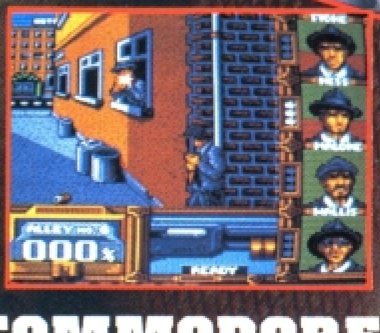
AIR-TO-GROUND MISSILES

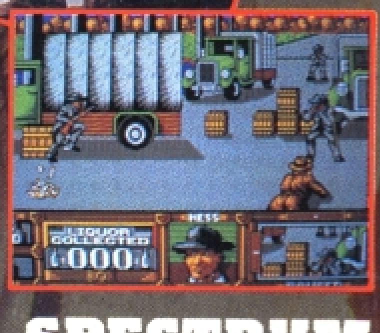
Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.



SS
ES FROM...







AMSTRAD · COMMODORE · SPECTRUM

- 6 Ce Street · Manchester · M2 5NS
lex: 6 7 OCEANS G · Fax: 061 834 0650


Ultima VI
The False Prophet
MINDSCAPE
For further information on Mindscape products and your local Dealer, contact:
Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW.
Tel. 0444 86 545/547.
In a cataclysm of sound and light, a bolt of searing blue fire strikes the earth!
Avatar
Dupre'
Shamino
Iolo
Opened!
Avatar:
>Use-the oaken door
Opened!
Avatar:
7-04-0161 7:13
Celebrating the 10 Year Anniversary of ULTIMA!
The first Ultima developed on and for IBM/Tandy/compatible computers!
Watch for the deluxe, limited-edition of Ultima VI.
Available in all major 16 bit formats.
ORIGIN
We create worlds.
©1989 Origin Systems, Inc.
MINDSCAPE
INTERNATIONAL

ZERO 6





My kingdom for a horse? Page 28



Awight my loves? Page 10





Win Win Win! Page 55

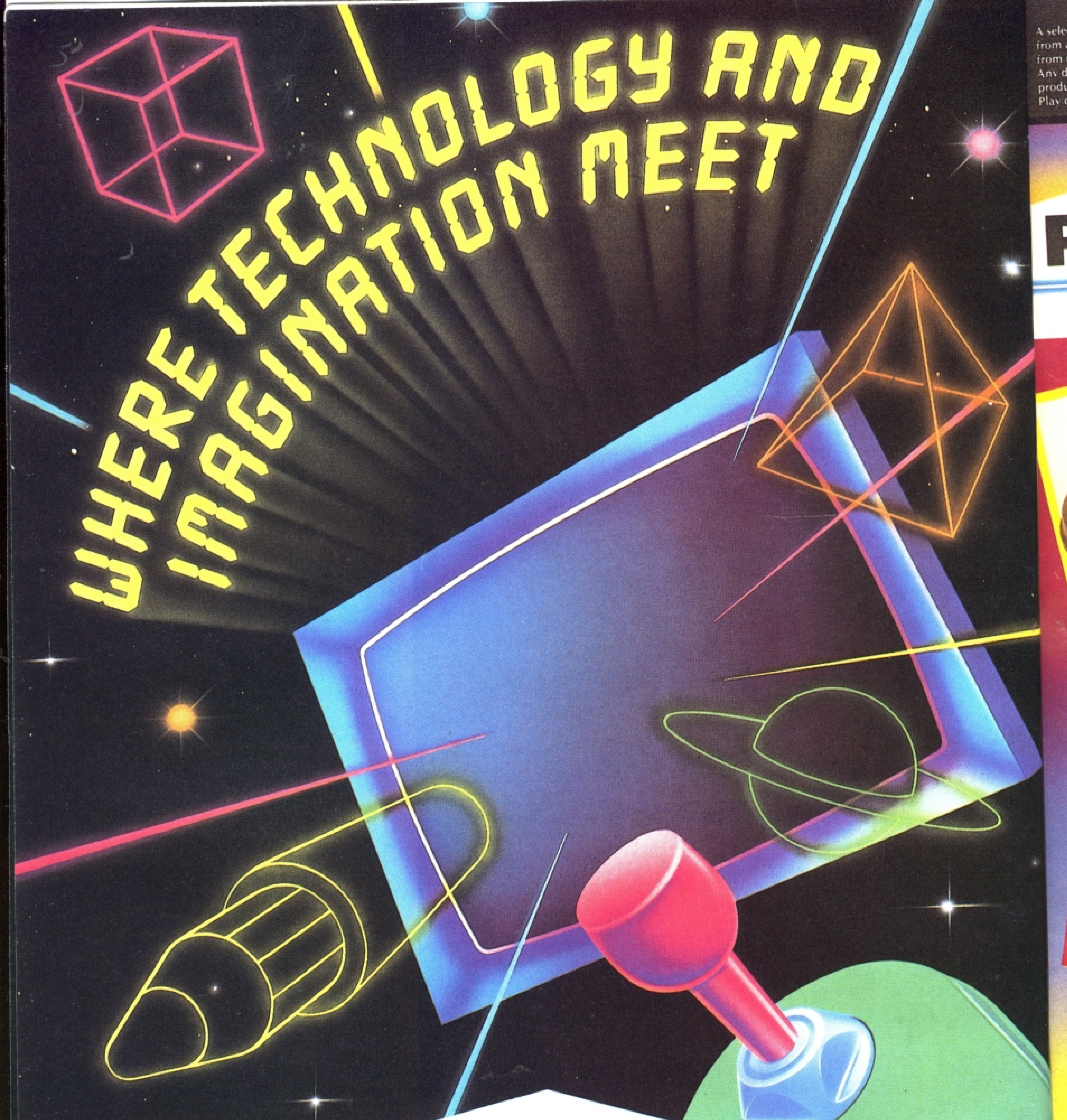
GAMES LIST

Lazy stinker? Never fear, the ZERO quick reference games guide is here.

REVIEWS

PREVIEWS

ZERO
14 Rathbone Place, London W1P 1DE.
01-323 3332
Published by Dennis Oneshots on behalf of Dennis Publishing Ltd.
Dennis
COVER PHOTO: Barnaby's Picture Library


WHERE TECHNOLOGY AND
IMAGINATION MEET

A selection of Power Play products from an extensive range all available from most local stockists.
Any difficulty in purchasing any products please contact Power Play direct.

POWER PLAY LIMITED
SLACKCOTE LANE
DELPH, OLDHAM, OL3 5TW
TELEPHONE:(0457) 876601

POWER Play POWER Play POWER Play



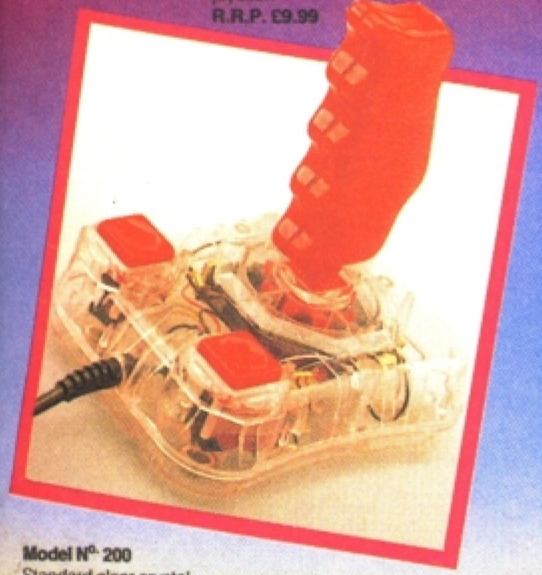
Model No. 100
Black Cruiser fully microswitched joystick
R.R.P. £9.99



Model No. 120
Clear instant autofire fully microswitched Cruiser joystick
R.R.P. £12.99



Model No. 130
Multi-coloured Cruiser fully microswitched joystick
R.R.P. £9.99



Model No. 200
Standard clear crystal microswitched joystick
R.R.P. £14.99

Model No. 201
Switchable autofire microswitched clear crystal joystick
R.R.P. £16.99



Model No. 203
Red crystal standard fully microswitched joystick
R.R.P. £12.99

Model No. 204
Switchable autofire microswitched red crystal joystick
R.R.P. £14.99



Model No. 205
Standard fully microswitched green crystal joystick
R.R.P. £12.99

Model No. 206
Switchable autofire microswitched green crystal joystick
R.R.P. £14.99



Model No. 400
ZX Spectrum single port joystick interface Kempston compatible
R.R.P. £9.99



Model No. 401
C16 joystick lead
R.R.P. £5.99



Model No. 402 Cassette storage system (suitable for double computer cassettes, audio cassettes and compact disc storage) **R.R.P. £3.99**



HORNBY TAKES ON HANDHELD

Making straight for the magnificent traditional train sets and the Scalextric tracks on the Hornby stand at the British Toy and Hobby Fair, ZERO discovered that Hornby has also taken on Konami's handheld dedicated games consoles. These are arriving in the shops now priced between £17.99 and £19.99, with six titles in the first batch: *Top Gun, C, Double Dribble* (basketball), *Teenage Mutant Ninja Turtles* (this let's-cram-as-many-buzzwords-into-the-title joke is just a teensy bit hackneyed now), *Gradius*, and *Skate Or Die*. The graphics consist of a colour background on to which is superimposed your character and other objects in black outlined LCD style. Although quite clearly defined, control is jerky. Frankly, you'd be advised to stick to the real thing for gameplay and sophistication, but they'd make a very good present for a very young friend or relative – and might keep said youngster off your computer.



CUE KLAX COIN-OP

Tengen is obviously pleased with the way its contract with Domark is going – instead of waiting months before its newest coin-op *Klax* appears on your computer, courtesy of the Doms, the launch of the two will be simultaneous. *Klax* the cabinet game, and *Klax* the ST, Amiga and PC games are all out next month. *Klax* is yet another attempt to jump on the *Tetris* bandwagon. It's a simple concept based on coloured blocks falling down the screen. You must flip them into bins so that you create lines of the same colour: the sort of idea which is easily convertible from format to format and appeals equally to players from different countries and cultures – or so Domark and Tengen hope.

TUNNELS OF LOVE

One of the titles being developed as a flagship product for the Konix Multi-System was *Tunnels*, a game with solid 3D graphics and designed specifically for the hydraulic chair. Even though the developer, PMC, is no longer involved with Konix, it hasn't stopped work on *Tunnels*, which now looks likely to appear this year on another console format - possibly the Sega Megadrive.

RULE BRITANNIA



British companies dominated the first awards ceremony staged by French games mag Generation 4. Psygnosis and US Gold claimed four prizes each. All US Gold's were for *Indiana Jones – The Adventure*, which won Best Packaging, Best Adventure, Best Foreign Game and Best Film Conversion. Psygnosis won Best Presentation for *Stryx* on the Psyclapse label and Best Sound, Best Realisation and Best Animation for *Shadow Of The Beast*. Next up were Ocean and Image Works with three awards each. Ocean was Software House of the Year, *F29 Retaliator* was Best Simulation and *The Lost Patrol* won Best Graphics on the strength of its screen shots – the game isn't even out yet! From Image Works, *Interphase* won Best 3D Game, *Xenon 2* was predictably the Best Shoot 'Em Up, and *Chaos Strikes Back* won a special award for being generally a Good Thing. Cinemaware took Best Arcade Adventure for *It Came From the Desert* and Domark's *Hard Drivin'* was the Best Arcade Adaptation. *(What about the 'home teams'? Ed.)* Well, Top French Publisher award went to Delphine, the software house responsible for *Future Wars* and Best French Game and Best French Adventure Game both went to, er... *Future Wars*!

SPEEDY BITMAPS

Bitmap Towers must be a hive of activity. Not content with getting on with the coding for forthcoming arcade adventure *Cadaver*, the mightily famous Bitmap Brothers are also beginning work on *Speedball II*. Publisher Image Works is promising a game which will be "even more bloody" than *Speedball I* – more weapons, direct control over your team, better control of attributes and tactics and a playing area twice the size of the original. *Speedball II* is due out in the autumn for all major formats.



SHOOT'EM-UP CONSTRUCTION KIT

BECOME A MILLIONAIRE

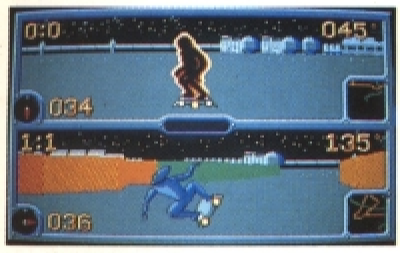
We've had quite a few readers ringing the ZERO offices to ask whether or not they are able to publish, or approach software houses to publish games they've created on Palace's *Shoot 'Em Up Construction Kit*. The answer is yes, but with the following conditions: they mustn't utilise anything from the games included in the package, ie. they must be completely original; there must be a 'credit' written on the package to the effect that the game was written using the *Shoot 'Em Up Construction Kit*. If you're successful in getting a game published then you won't need to pay any royalties to Outlaw Productions/Palace Software. It's an earner!

ALL CHANGE

Joystick manufacturers have been playing a game of musical chairs in recent months with distribution contracts flying around the industry. First off was Bondwell UK, subsidiary of the Hong Kong based company which makes everything from remote-controlled plastic rabbits to heavyweight business PCs. Its Quickshot joysticks have been sold in the UK by Spectravideo since 1983, but now Bondwell UK is selling them direct. Left with a gap to fill, Spectravideo has taken on the UK rights to both the Quickjoy range, and, in the UK, the Konix joysticks - notably the Speed King and Navigator. The decision has been taken apparently because the UK's been a curiously weak market for Konix, which believes that Spectravideo can better convince us all to buy Speed Kings and Navigators for games playing.



★ ★ ★ ★ STOP PRESS ★ ★ ★ ★



The software industry was heavy with child and now it's had a sprog! Yep, the number of 16-Bit games publishers has swollen by one! Viz Design, the team behind 8-Bit titles *Wheels Of Plunder* and *Bride Of Frankenstein*, have formed themselves into a new software publisher called Gonzo Games. Gonzo tell us that they intend to bring out original titles with the emphasis firmly on playability. Their first title, *Wipe Out*, promises to be an addictive two player number letting you take on myriad alien species at hoverboard – a futuristic version of skate-boarding. Out on ST and Amiga as you read this, *Wipe Out* should retail for £19.99.

ON THE GRAPEVINE

With publishers preparing their titles for the Easter mini-rush, news comes of two which have been delayed. Activision's **Hot Rod**, which was to have come out this month has been postponed till next month. And with Domark in a hurry to get **Klax** out simultaneously with the coin-op (see elsewhere on these pages), the comic book/science fiction game **Escape From the Planet Of The Robot Monsters** has been put back to May.

● It's all gone quiet over at Ebbw Vale, home of Konix and the disappearing Multi-System. Reports of its death, however, may be exaggerated, with people close to the company saying that we can still expect to see it this year. The doubt is whether it will be brought out by Konix. At the Winter Consumer Electronics show in Las Vegas, amid the flurry of CD-ROM based Amigas and near world domination of Nintendo, there was also apparently some considerable interest being shown in the Multi-System project by Stateside companies – with Commodore mentioned as a party interested in buying up Multi-System rights. So we may yet see the Multi-System - but as an American project.

● Still with consoles, Titus plans to release **Fire And Forget 2** as its first Sega title. Meanwhile Mirrorsoft has become the fourth and latest company to be named as an authorised developer for the Sega machines. Three titles have been commissioned: **Back To The Future 2** (which will be coming out on computers proper in June from Images), **Speedball (I)**, and A N Other. Mirrorsoft isn't saying exactly which title number three is at the moment, but we at ZERO reckon **Xenon II** must be a strong candidate.

● **Goldrunner 3D**, originally to be published by Microdeal, has been bought by Ocean who will be releasing it in the summer. It's being programmed by the team who did **F-29 Retaliator** so it's sure to be a corker!

● Artronic, better known to former 8-Bit gameplayers in the guise of Cascade, is planning to launch a brand new 16-Bit budget label in April. Called Gamebusters 16, the label will comprise former full price American titles never previously released in this country. These will retail for the princely sum of £4.99, so... who you gonna call!?.

FREE FREE

LOOK OUT FOR NEXT MONTH'S FREE COVER DISK!

Oi written and compiled by Christina Erskine

PREVIEWS

Anneka Rice has got an enormous bottom! Eh? So what's that got to do with Logotron's up and coming game *Thunder Strike*? Well, if you stick with *Duncan MacDonald* and read on, you ma find out. (Unless of course you don't care – in which case you'll turn the page and will be none the wiser.)

THUNDER ST

It's 200 years in the future, and something's different – something has changed almost beyond recognition. Guess what it is? It's the television programmes, that's what! *(You didn't give them much time to guess. Ed.)* Violence and excitement are the name of the game now – even *The Little And Large Show* has almost become watchable. Um, well, actually it hasn't – *The Little And Large Show* could never become watchable, no matter what you did to it (short of killing Sid and Eddie, the scriptwriters and the producers and starting from scratch). But you know what I mean – this futuristic television isn't quite so 'benign' as it is today *(surely you mean 'banal'. Ed.)* There's a special TV station called War Channel, in which the games show is taken to its ultimate conclusion: with modern day gladiators fighting to the death in a jet-powered military olympics. In other words: Come On Down – we're about to have a look at a shoot 'em up (and you're the lucky contestant).



Hello! Hello, have you seen a clue anywhere? I can't see it ... oh yes I *can*! I've got it! I've *got* it!

YOUR CRAFT

You'll be able to choose from several before the game begins, each with varied speed, acceleration and manoeuvring characteristics. To begin with each ship has a standard single shot cannon, but during the course of events add-ons can be collected. The cockpit instrumentation is basically dead simple: two digital number readouts, two bar charts and a radar scanner.

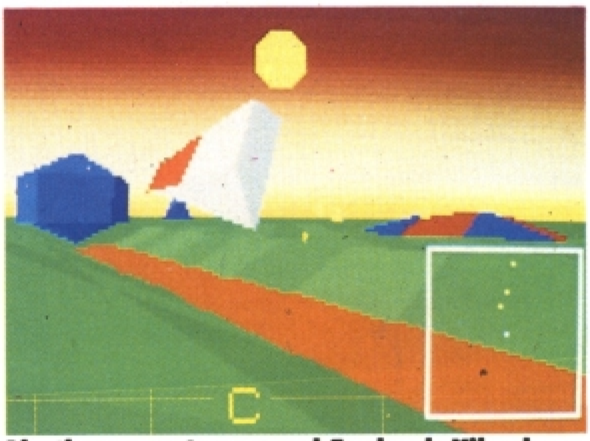
THE RULES OF THE CONTEST

Basically, you're up against it from the word go. It's not just you versus one computer-controlled player – it's you versus, erm, lots of computer-controlled players, and you've got to destroy their 'things' before they destroy yours. The 'things' in question are the installation bases and generators which are scattered about the rather large undulating landscape. Yours look different from theirs which is, of course, rather handy when it comes down to the old 'Oh dear, am I meant to blow that up or not?' dilemma. Anyway, this is where the large digital numbers on the cockpit display come in handy. The number on the left indicates how many of your bases (or 'things') are surviving, while the number on the right gives you the same information but refers to your enemies' bases. Basically, you want to keep the number on the left higher than that on the right. So how do you do this? Well, it's time to have a glimpse at the radar actually.

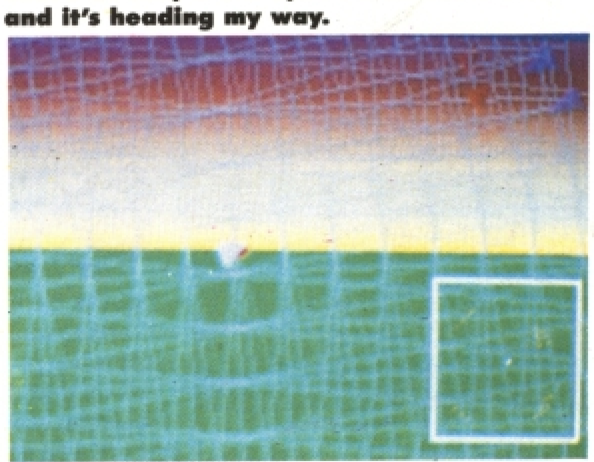
THE RADAR

There are four different types of 'dot' on the radar. The white dot is you, the yellow dots are the enemy ships and the red dots are your installation bases. So what of the fourth 'dot' then? Well, if one of the red dots turns into a flashing red dot it means that the installation in question is currently under attack: one of the enemy 'spinner' craft (the ones that look like spinning-tops) has landed on it and is in the process of sucking up its energy. This is bad news for two reasons: a) the obvious one – in that destruction of the base is imminent, and b) that once a spinner has sucked up all that energy, it tends to suddenly turn into a sort of killer spinning-top from Hell. So, the idea is to get over to the scene of the crime and sort it out as quickly as possible.

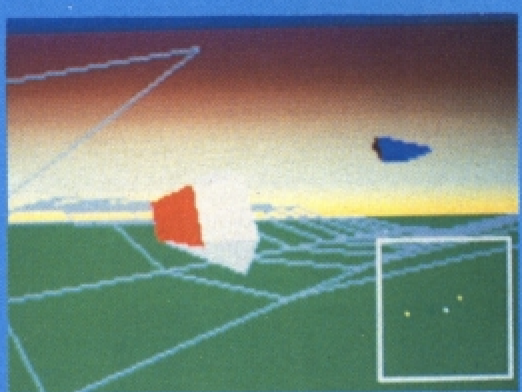
As well as the Spinners, there's another type of enemy to contend with: the sort that's more interested in destroying *you* than your bases. Getting shot by one of these will have a rather devastating effect on your shield (as you'll notice on the shield status bar), so you really want to get them first (or avoid



Ah, the sun sets on rural England. Yikes! That's no sun, it's a 5,000 watt laser blast and it's heading my way.



Ouch! Now I know what a tennis ball feels like.



Right, we'll start by going forward just as soon as we've worked out, um... where forward is.

TRIKE



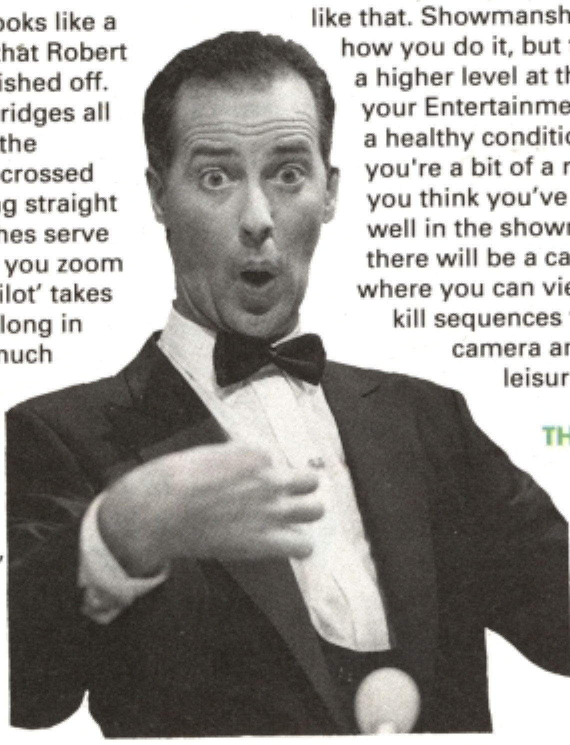


1 Shield status
2 Entertainment Rating Bar
3 A radar
4 Fuel

them). The destruction of one of these ships sometimes results in the appearance of a little 'cube thingy'. Fly into this and you'll collect one of the power-ups available, such as shield replenishment, defence pods, double shot gun, turbo boost or high-power shot. (This last one increases the intensity of your blast power five-fold – handy when you consider that destroying an enemy generator with standard weapons takes 40 shots). Oh, and the radar has a 'close up mode' as well, which it automatically clicks into when any enemy craft are within engagement range.

THE DITCHES

The battleground looks like a giant building site that Robert McAlpine never finished off. There are hills and ridges all over the place and the whole area is criss-crossed by a network of long straight ditches. These ditches serve a purpose in that if you zoom into one, an 'autopilot' takes over and you zap along in straight lines at a much higher speed than you're able to over normal terrain. In other words, if you're at 'A' and you want to get to a quite far away 'B' very quickly, the ditches are the place to head for – but don't forget that they're criss-crossed, so you have to keep your eye on the radar (and some direction pointers) in order to know when to pop out of one ditch and back down into another – and so on.



MAKE A MEAL OF IT

So, that's basically it. Locate and destroy the enemy bases while defending your own. But hold on! It's not actually that straightforward. Remember the Entertainment Rating Bar? Well, here's what it's for. You're on TV right? And the punters want to see a damn good fight. Allowing an incessartly firing enemy ship to stick on your tail for a while before shaking it off and blowing it out of the sky is a good idea – and things like that. Showmanship. It's up to you how you do it, but to be promoted to a higher level at the end of a round your Entertainment Bar has to be in a healthy condition (i.e. full up). If you're a bit of a rewind freak and you think you've performed rather well in the showmanship stakes, there will be a camera replay option where you can view the chase and kill sequences from various camera angles at your leisure.

THE GRAPHICS

You'll have sussed from the screenshots that we're talking solid filled polygons here. But what you won't be able to work out is the speed and fluidity of the animation – well, it's brilliant. Up and down, round and round and round at high speed with no jerkiness to speak of. The action is viewed at all times from behind and on the ground. It's like a speeded up version of Channel Four's *Treasure Hunt*, but instead of seeing a gargantuan pair of wobbling buttocks, you see your assault ship. Basically we've had *Starglider*, we've had *Voyager* and very soon we're going to have *Thunder Strike* – a beautifully implemented shoot 'em up (with some rather novel knobs attatched). STOP

Everyone's seen *Treasure Hunt*. And everyone knows who Anneka Rice is (and what her bottom looks like). But what about the camera team? Who are they? Well, there's camera operator Graham Berry and sound engineer Frank Meyburgh. Hmmm. Interesting things must have happened to them during the making of the series. And guess what? Um, they have...

While the Hampshire edition was being recorded, Keith (the pilot) blacked out at the controls of the helicopter – at an altitude of 4,000 feet. Anneka jostled him into the back seat while Frank jumped into the front and took control of the whirling aircraft. He'd never piloted anything at all before, but somehow managed to take control of the spin, pull the helicopter out of its dive and bring it down softly (and safely) in the middle of a turnip field. He spoke afterwards of the ordeal: "Although Keith was out cold, something in the still aware depths of his subconcious sort of squeezed his piloting expertise into my mind and I knew what to do. It was a sort of inter-cranium 'knowledge osmosis': it felt like Keith was in control of my limbs, while I was just an uninvolved onlooker. It was extremely weird".

During the filming of the Dublin edition, Anneka was waving her arms about in the helicopter (as usual) when it suddenly hit some severe and violent turbulence – and she fell out, plummeting towards the ground: and certain death. Graham instantly grabbed the on board parachute, donned it, and bailed out after her in a diving position. He caught up with her at 1,500 feet, they interlocked limbs, and Graham pulled the rip-cord. It was a heavyish landing, but the worst injury to either of them was a sprained ankle. "I didn't have time to be scared," Graham later said, "and it wasn't a heroic act at all – anyone would have done the same". *(Erm, I would have let her drop actually. Ed.)*

WHAT'S WHAT

TITLE	Thunder Strike
PUBLISHER	Logotron
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	June

PREVIEWS

HALF TIME ROUND-UP

Nice one Cyril! As the FA and World Cups beckon, ZERO makes a long pass at forthcoming footie products.

WORLD CUP SOCCER 90

Well there might be a lot of arcade conversions out this year and more than a few World Cup games but there can't be many World Cup games that have been converted from the arcade version by a Hungarian software company.

This game allows you to see both sides of an argument as goals can be viewed close up from either the striker or goalkeeper's perspective.



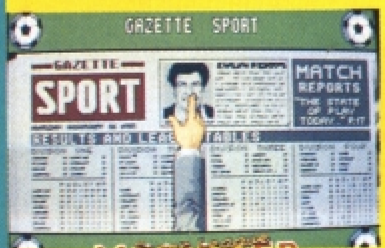
Virgin are obviously not over optimistic about a clean final since they have included a stretcher sequence where the injured player (ie Bryan Robson) is carted off and replaced.

● Available from Virgin Mastertronic in April on all 16-bit formats, price to be announced.

SUPER LEAGUE MANAGER

***Super League Manager* is the next football game to come from the Audiogenic stables. As its name suggests, it's a football management game. You begin life as the manager of a lowly fourth division club, with the ultimate aim of progressing to win the League Championship and FA Cup. There are loads of information files on your squad of players, the transfer list and other such information relevant to choosing the best team and tactics. Matches are shown in a sort of Cinemaware sequence with stills and a match report. It's also *Emlyn Hughes International Soccer* compatible and this can be used to actually follow all the action, although you won't be able to play.**







● Available from Audiogenic in April on ST Amiga and PC, price £19.95.

FOOTBALL MANAGER WORLD CUP EDITION

Addictive are hopping aboard the World Cup bandwagon with this topical revamp of the original and huge selling *Football Manager*. Player intelligence has been refined, with various perspectives available.

● Available in Mid May from Addictive on ST, AMIGA and PC. Price £19.99

SUBBUTEO

The company that brought you *Tracksuit Manager* also hold the rights to this prestigious licence. In order to maintain the 'Flick To Kick' trademark of the famous table football game, Goliath are hoping to include a finger sprite!

• Available from Goliath Games in May on ST, Amiga and PC. Price to be announced.

GARY LINEKER'S HOTSHOT

This one came out some time ago on the 8–Bit machines and now is about to appear on your ST and Amiga. It's an international overhead viewpoint arcade game with much in common with Microprose Soccer but with differences as well... if you see what we mean.

● Available now from Gremlin on ST and Amiga, price £19.99

SOCCER MANAGER PLUS

For those of you who can't bear to watch an important match then Starbyte offer you the option of just watching the score board click round. Braver managers can choose to watch highlights of the game. An interesting feature of *Soccer Manager Plus* is that it allows you to select the aggressiveness of your team in each match. An aggressive team will pick up more bookings but more victories too. Not an attitude that the FA is likely to encourage.



Available now from Starbyte on ST and Amiga. Price £19.99.

MICROPROSE WORLD SOCCER

To be honest, we're not sure what the final game title is going to be for what is basically *Microprose Soccer II*. What we are sure about is that the finished version will offer a solid 3D perspective and a high degree of computer intelligence. Instead of controlling an entire team, you control just one player allowing you to dabble in a few nifty one-twos with the computer.

● Available from MicroProse on ST and Amiga in late Spring or early Summer, price to be announced.

LEAVIN' TERRAMIS

With 10 seconds to go before the space ship blows and eight levels between you and the escape pod who ya gonna call? Chances are it won't be *Paul Lakin* but we let him cast an eye over *Leavin' Terramis* all the same.



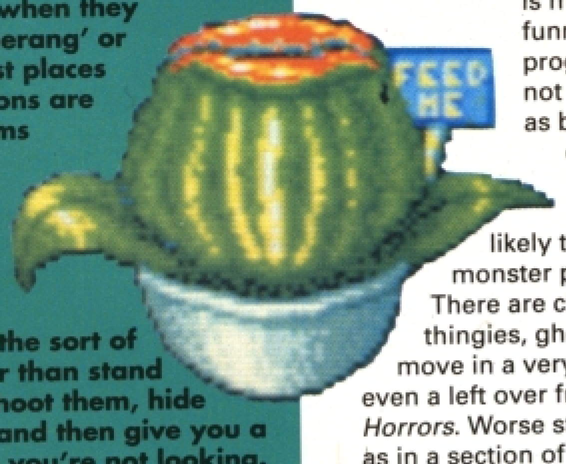
Post-party blues, don't you just hate them? Waking up in the morning with a mouth full of old sock and somebody else's dinner deposited in your sink? Think how much worse it would be if you woke up on your space ship 'Terramis' to find that in the midst of the previous night's revelry some drunken lunatic had released all the monsters. (Which rather begs the question, what were you doing with a ship full of monsters in the first place?) Things can only get better. Actually that's not strictly true, they've already got a whole lot worse because someone's hit the self destruct button and there are eight levels between you and the escape shuttle. No hangover is ever as bad as this. *(Speak for yourself. Ed.)* In your hurry to reach the shuttle – or the asprin – don't forget to pick up any available weapons. Trying to hit a level three monster with a level one weapon is rather akin to taking on a Sherman tank with a pea-shooter, only a lot more difficult. Anyway who's going to ponce about with a standard blaster when they can have a 'boomerang' or 'ring' laser? The best places to find new weapons are the wings or platforms which stick out of the side of the ship. Unfortunately this is also a good place to find some really ghastly nasties. These are the sort of nasties which, rather than stand still and let you shoot them, hide under the platform and then give you a quick zapping when you're not looking.



I'll never be unkind to a space invader again. Honest.

MAAAAD MONSTERS

What with your head hurting and your eyes feeling as if they've been boiled in cabbage water, the last thing you want is monsters trying to be funny. Unfortunately, the programmer's tongue was not so much in his cheek as bursting through the other side. As you blunder and blast your way to freedom you're likely to stumble across a monster posing as a satirist. There are clockwork *PacMan* type thingies, ghosts which look and move in a very *Gauntlet* way and even a left over from *Little Shop Of Horrors*. Worse still, an arcade section – as in a section of mutant arcade machines which spill out *Space Invaders*.

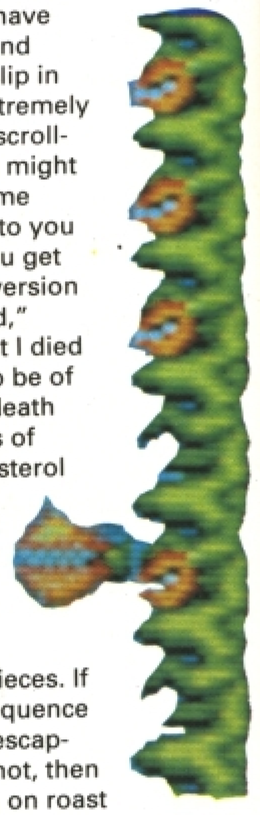


Even the backgrounds can't escape from the madness. Level 6 is the Space Port. Nothing zany about that I hear you say. But look carefully among the Highway Code style instructions; does that or does that not say "No Hard Drivin'"?

STEAMING NASTIES

For those who think that most end of level nasties are a pile of steaming... *(Snip. Ed.) Leavin' Terramis* gives you one that really is. Your exit is blocked by a large brown mass which has to be washed down the plug hole before you can carry on. So like the toilets in dear Castle Rathbone. As well as levels and platforms there are also five sub levels to choose from labelled Zany, Deadly, Easy, Lethal and Crazy. Do you see yourself as Zany or Crazy? Perhaps you're more of the Lethal type. Me, I'm easy.

It may all be madness but it's all very colourful and action-packed. Thalion have even found time to slip in some extremely smooth scrolling. This might be of some comfort to you when you get irradiated by a galactic version of J.S. Sainsbury. "I died," you can cry, "but at least I died smoothly." Less likely to be of comfort is the 'cheery' death message along the lines of "Eating too much cholesterol would have been a more enjoyable way of meeting your death." Ha ha.



When the time limit is up, the space station blows itself to pieces. If you're lucky, the end sequence will show your shuttle escaping from the flames. If not, then someone will be dining on roast you on toast.

You'll be able to test out your nerve on *Terramis* in April.

STOP

WHAT'S WHAT

TITLE	Leavin' Terramis
PUBLISHER	Grandslam/Thalion
PRICE	ST £19.99
	Amiga £24.99
FORMAT	ST/Amiga
RELEASED	Late March/Early April



What a shot – right in the Yorkie Bar.

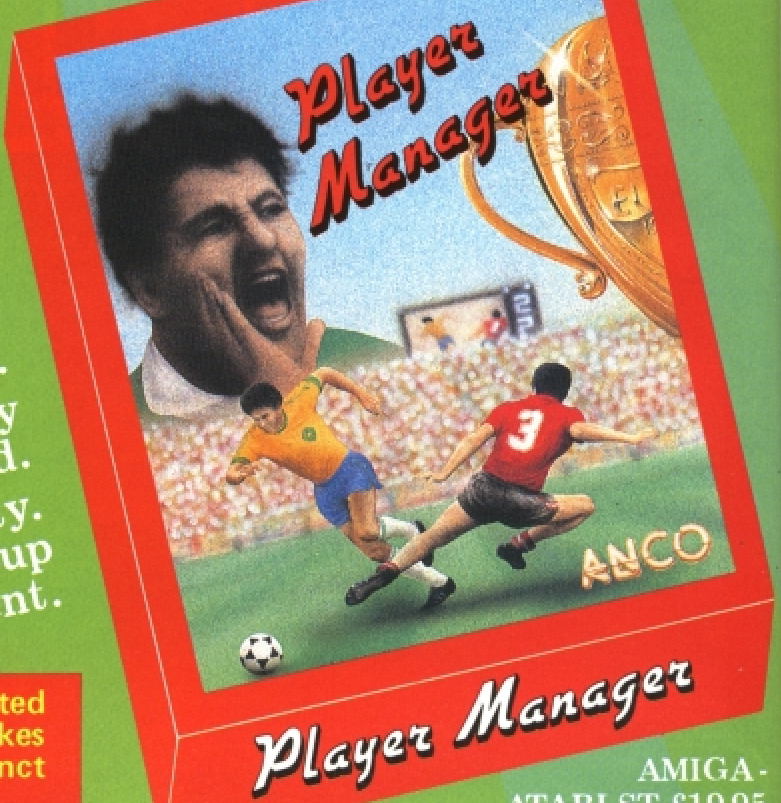

DRAGONS BREATH
Immortality. Legend has it that the secret is hidden in the Throne Room of the Great Castle atop Dwarf Mountain at the centre of the land of Anrea.
Breed a fighting force of dragons and conquer the villages of Anrea. Collect taxes and buy magic ingredients from passing traders to cast spells. Finally, complete the Talisman that guides you to your ultimate goal.
Dragons Breath. A Fantasy Strategy game for up to three people.
ATARI ST ✦ AMIGA
PALACE
INCLUDES FREE Spellbook

Player Manager

BY DINO DINI

BRINGS THE QUALITY OF 'KICK OFF' TO THE ART OF MANAGEMENT

* Play the BEST soccer simulation. Blistering Pace - Pixel Perfect Passing.
* Unique facility to design your own TACTICS.
* Over 1000 individual players each with a unique combination of attributes.
* A lively transfer market. Haggle for the best deal.
* Focus camera on the ball or any player on the field.
* Load and Save game facility. League and Cup tournament.



Bring Back The Glory Days, the brief of the newly appointed PLAYER MANAGER, an International class player, as he takes charge of a third division club. His success depends on four distinct aspects of the game.

AMIGA - ATARI ST £19.95

CBM 64 - SPECTRUM - AMSTRAD - ATARI 800 £9.95(Cassette) £14.95(Disc)

PLAYING SKILLS OF THE MANAGER

This part of the game is a refined version of the KICK OFF, retaining it's pace, flavour and the universally acclaimed game play. Play in your position or control the nearest player. The first option combined with a tailor made tactics can play havoc in the opposition goal mouth.

MANAGERIAL SKILLS

Devising winning tactics, acquiring players with right skills from the Transfer market and selecting a well balanced team is the test of his Managerial skills. When to hang his boots up is the toughest decision he has to make.

TACTICS

Four well proven tactics are provided to suit most situations but you can design your own tactics. See the tactics in action using the Ray Trace facility.

THE PLAYERS

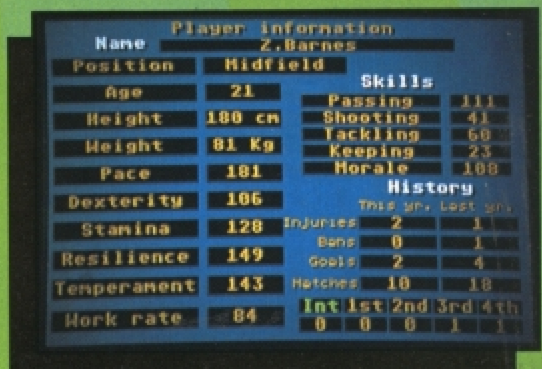
Over a thousand players in the four division league. Each player with a unique combination of the following attributes: SHOOTING ACCURACY, PASSING ACCURACY, PACE, STAMINA, APPLICATION, AGGRESSION, HEIGHT and TACKLING SKILL.

These attributes are influenced by the player's Age, Mental and Physical Dexterity, Quality of Experience, Weight, Temperament and Morale. There are several other factors such as injury, disciplinary points, unsuitable playing position which influence a player's performance.

Hosts of other factors like referees, injuries, disciplinary problems, team morale etc. can lay to waste the best laid plans of a manager. The PLAYER MANAGER brings everyday realities of a Manager's life, his talents as a manager and a player into a sharp FOCUS. THE FOCUS IS ON YOU.







ANCO

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA.
Telephone No.: 0322 92513/92518. FAX No.: 0322 93422.

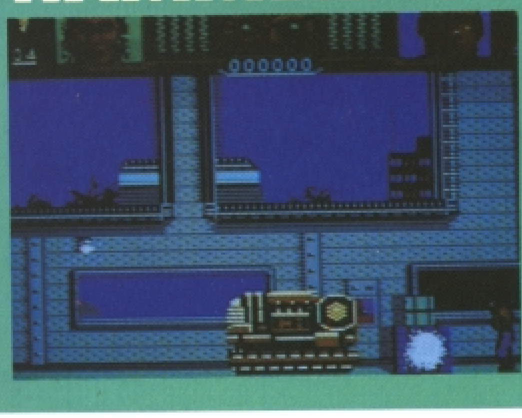


COMBO RACER

Coming to a monitor near you in April will be *Combo Racer*, the game of motorcycle sidecar racing from Gremlin. This will feature a novel two player option, where the second player takes on the role of passenger! The action will take place over eight different tracks, complete with tunnels, bridges and gradients. Get tired of these, and there's a Track Editor option enabling you to tailor make a track of your choice! Apart from that there'll be all the usual practice, qualify and racing seasons to participate in.

● Available from Gremlin in April on ST and Amiga, priced £19.99.

HAMMERFIST



Here it is again, that horrid beastliness that is 'The Future' – what an unpleasant place to live, unless of course you're fortunate enough to be a super cybernetic hologram. *Hammerfist* gives you just such an opportunity and lets you take on all the hideously mutated thingies that Activision have to throw at you in your quest to sort out the evil conglomerate Metro-Holo-graphix!

● Available now from Activision on ST and Amiga, price to be announced.

DEFENDERS OF THE EARTH



Enigma Variations are about to hit us with their licence of the BBC TV series *Defenders Of The Earth*. For those of you unfamiliar with the show, it features four heroes including Flash Gordon (and their pet mascot Zuffy) pitted against Flash's arch enemy, Ming The Merciless and his mingions. (Geddit?)

● Available now from Enigma Variations on ST and Amiga formats, price £19.95.

ST CHART

1. **CHAOS STRIKES BACK** Mirrorsoft
2. **OPERATION THUNDERBOLT**/Ocean
3. **NINJA WARIORS** Virgin
4. **PLAYER MANAGER** Anco
5. **FIGHTER BOMBER** Activision
6. **DRAKKHEN** Infogrames
7. **KICK OFF** Anco
8. **DOUBLE DRAGON II** Virgin
9. **SHOOT EM UP CONSTRUCTION KIT** Palace
10. **ULTIMA V** Microprose

WARHEAD

Warhead is a newie from Activision that lets you fly the fabulous FOE'57 space fighter against hordes of insect-like aliens responsible for duffing up the Earth! There's 39 missions in this original space sim that combines strategy and arcade action. It should hit the shops as you read this!

● Available now from Activision on Amiga and ST, price £24.99.



CHART

1. **OPERATION THUNDERBOLT**/Ocean
2. **FIGHTER BOMBER** Activision
3. **NINJA WARRIOR** Virgin
4. **DOUBLE DRAGON II** Virgin
5. **CABAL** Ocean
6. **DRAKKHEN** Infogrames
7. **IT CAME FROM THE DESERT**/Cinemaware
8. **SPACE ACE** Empire/ReadySoft
9. **STARFLIGHT** Electronic Arts
10. **MASTER SOUND** Microdeal

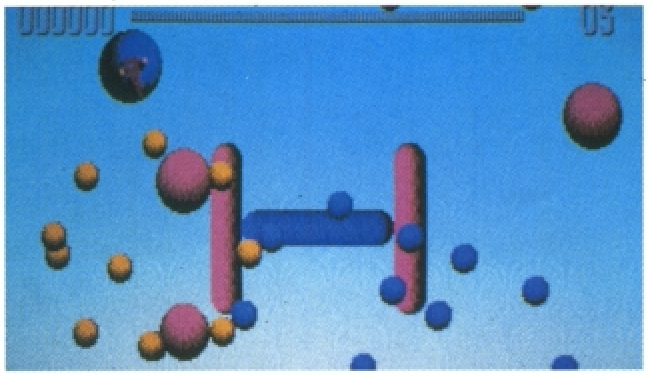


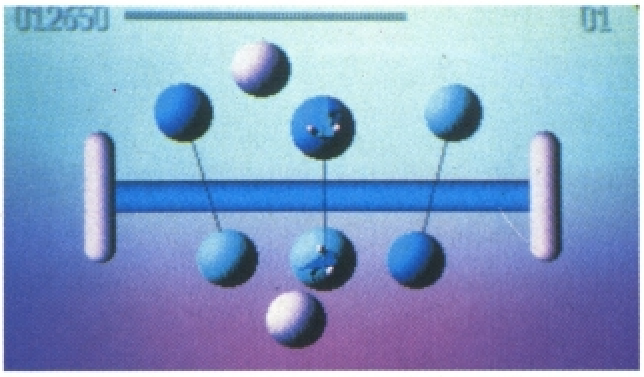
XIPHOS

Electronic Zoo, the former Microprose bods, are soon to bring out *Xiphos*. It's been programmed by Voodoo and is a game that combines a 3D space combat flight sim, with strategic adventure and arcade shoot 'em up action. The game sounds huge and entails your flying across five universe levels to take out *Xiphos*, an artificial inteligence believed to be disrupting the space time continuum. En route you can explore bases, avoid obstacles and take sides in huge alien space battles! Electronic Zoo fancy they could have a contender for the *Elite* of the nineties here. We'll keep you posted.

● Available from Electronic Zoo on Amiga and ST around April/May for £24.99. A PC version is planned to follow.

E MOTION





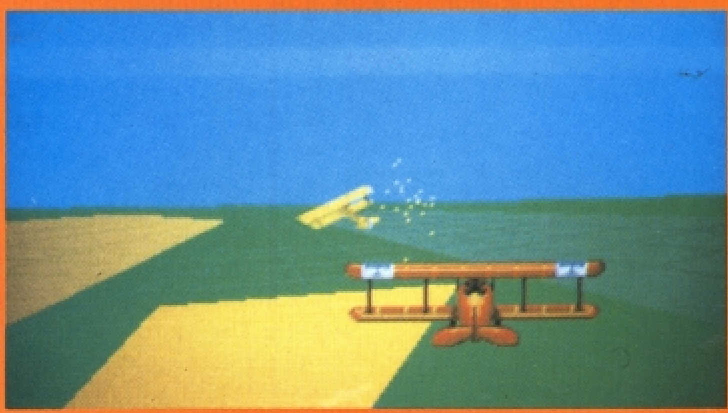
Here's another up and coming release from US Gold. It's called *E Motion*, although it was originally bandied about under the moniker *Sphericule*. It's one of those fiendishly addictive puzzle games that has much in common with snooker. You have to use your rotund ship to bounce different coloured spheres together. Two spheres of the same colour colliding will disappear. Two spheres of different colours will produce baby spheres. These start off small and can be gobbled up for extra energy, then turn into normal spheres. If you don't get rid of all the spheres in a time limit, they'll explode! Eeek! Simple to play, hard to master and well addictive.

● Out from US Gold in April on ST, Amiga and PC, price to be announced.

WINGS

It's 'Tally Ho' and 'Give the hun a bally good thrashing' in Mirrosoft's latest Cinemaware title. It's called *Wings* and it's a First World War air combat game. It's Cinemaware's first foray into the wonderful world of flight sims and has been heavily researched. As you can see, the border of the screen is framed by your biplane's wings; but these serve a function in that bullet holes start appearing in them if you get 'pranged' by the Red Baron! In the middle of this string and canvas framework are some lovely vector graphics of your wingmate, German flying circuses and observation balloons! There are also external views so you can sit back and watch yourself plummet into a freshly ploughed field. Three different perspectives and a massive 240 missions are promised! We loved the early demo we saw in the ZERO office and reckon *Wings* could prove to be the *Their Finest Hour* of WW1! Most pilots undergo extensive and arduous training to 'earn' their wings, but you can nab a copy for a measly thirty quid!





● Available from MirrorSoft in June. The Amiga version will be first at a price of £29.99.

PC

CHART

1. **LEISURE SUIT LARRY III** Sierra
2. **CHESSMASTER 2100** CDS
3. **GHOSTBUSTERS II** Activision
4. **INDIANAPOLIS 500** Electronic Arts
5. **POPULOUS** Electronic Arts
6. **STAR TREK V** Mindscape
7. **688 ATTACK SUB** Electronic Arts
8. **POPULOUS: NEW WORLDS**/Electronic Arts
9. **SPACE ROGUE** Origin
10. **HERO'S QUEST** Sierra

DRAGON STRIKE







Make no bones about it, dragons are big, big, big at the moment. Here's the latest addition to software featuring everyone's favourite mythological beastie – US Gold's *Dragon Strike*. Dragons have always had rather bad press in the past, despite the efforts of a certain breath freshener to present a more humane side to their nature. Now US Gold is going to let you turn the tables on Saint George and his kin, in this, the world's first Dragon simulator! Flap your wings, fly about a bit and breathe fire on galleons, castles and other flying beasts in this unusual scorcher. Expect the PC versions to flap in around May!

• Available on PC from US Gold in May, price to be announced.



FRONTLINE

If you're a fan of strategy wargames, then you'll be interested to hear about the new release from CCS. It's a squad level (each unit representing ten men) recreation of four Second World War scenarios – Casino 1944, Gaudalcanal 1942, Stalingrad 1943 and Pegasus Bridge 1944 – and two training ops.

● Out on ST from CCS as you read this, priced £24.95.



VENUS

Now what does Venus mean to you? A planet? A Roman godess? A cheap excuse for nudie piccies? Wrong, wrong, wrong. Try again. Think of Venus flytraps, think of a world overrun by mutants, most of all think of one Mega Fly out to save humanity.

By walking on various icons, this fly performs natty tricks like walking upside down and leaping about eight billion miles with one jump. All this and more in five levels of horizontally scrolling shoot 'em up that does for insecticide what the A-Bomb did for the crossbow.

● Out from Gremlin for £19.95 on ST and Amiga in March 1990.







THE TOYOTTES

The Toyottes **is the new title from Infogrames and it's another game that has been inspired by a crazy Belgian cartoon. This one's set in the future, where the human race has wiped itself out and the main inhabitants of the earth are Toyottes – a strange race of purple rats(!) We say 'main' because, of course, Earth is also inhabited by numerous monster-types who like nothing better than to stamp on the Toyottes. You get to play Cyprian, a soldier Toyotte who's out to rescue the king's son. The game will be an arcade adventure set in a 3D labyrinth and boasts an innovative 'dual depth level viewpoint'.**

● Available from Infogrames on ST, STE and Amiga in April, price £24.99.

Charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street. Tel. 01-631 1234

STOP

Farty McZip leapt into the time-travelling Reliant Robin and noticed an unfamiliar face. "Who's the passenger, Doc?" "*John Minson*. He's writing an article about film tie-ins." "Great! Maybe they'll make a movie of this (too)."

BACK TO FUTURE

SCENE 1: PETER BILOTTA'S OFFICE

Fade in: Top software executive Peter Bilotta paces the floor of his office in Mirrorsoft's London headquarters, talking to himself. He has something on his mind.



Bilotta: **"We do high end 16-bit software but we have to recognise there's a mass market out there and the age of the 16-bit consumer is coming down."**
Suddenly the clouds open and a shaft of sunlight illuminates him. Inspired, he leaps for the intercom.
Bilotta: **"Our competitors are becoming more involved in 16-bit and so we have to start competing at the other end. Film licences allow you to compete across the range."**

SCENE 2: BOARDROOM

Peter addresses the massed employees of Mirrorsoft. They hang on to his every word.



Bilotta: **"There are a few films you know are going to hit it and will make good games. Look at this Christmas which was tied up by film licences. We know the ones we want but we can't always get them. We'll be looking to do a couple a year. We won't want to be like those publishers who just put out a lot of licence stuff."**
Somebody lets out a cry of "Yeah!" then stifles it and looks abashed as everybody stares at him.

SCENE 3: HOLLYWOOD

Shot of the Hollywood sign. In front of it stands Dick Lehrberg. He's talking with 'a top Hollywood Executive'.



Lehrberg: **"I have my own company called Lehrberg Associates and I've worked with Peter Bilotta since we were both at Activision for whom I did a lot of film licensing. When I set up on my own, we got together as Mirrorsoft's reputation spread and the quality of their 16-bit work was becoming recognised."**
Executive: **"But how do I know you won't sell my licence to Rip-Off Soft?"**
Lehrberg: **"I work exclusively for Mirrorsoft and look for licensing opportunities from Hollywood, personalities, books and comic books. Anywhere to make a good game. I'm always disappointed when I see a licence just slapped on a game. We're trying to get a licence to give a game its own unique experience."**
Executive: **"I like your style. I'm going to let you have a look at our next blockbuster."**
Lehrberg: **"Is it hot?"**
The Hollywood Executive opens his asbestos briefcase. A red light glows from within. Lehrberg begins to sweat as he peeks at the script.
Lehrberg: **"That's hot!"**

SCENE 4: PETER BILOTTA'S OFFICE

Mirrorsoft's Accountant is sitting in a state of shock.



THE



Accountant: "A film licence costs how much?"
Bilotta: "Anything between $50,000 and $750,000."
Accountant: "But can you ever hope to get that back?"
Bilotta: "It can be recouped but the risks and opportunities are great."
The Accountant looks worried. The phone rings and Peter Bilotta answers it then puts it down without speaking.
Bilotta: "We've got the rights to *Back To The Future* 2 and 3."
The Accountant smiles.

SCENE 5: BOARDROOM

Peter Bilotta addresses his crack team of developers, urgency in his voice. Mission Impossible style music.



Bilotta: "With a film licence you have to try and hit the marketing date. That means we have to hit July which is the release of the video of 2 and the premiere of 3. We'll try to put an ad on the video. We're keeping our fingers crossed."
The developers look nervous. Peter pushes a button and the panelling at the far end of the room glides open to reveal a huge televison screen. Dick Lehrberg's face appears across the satellite link.
Lehrberg: "One of the hardest things is to read a script and make a judgement on how well it will translate into a film. I read *Howard The Duck* and it looked like a great movie but it turned into a turkey."
A titter runs round the room.
Lehrberg: "You have to decide how good a game it will make. In a movie you look at the director and he determines the look of a movie. In software you have to look at the creative team who put it together."
The creative team looks abashed.
Lehrberg: "One of the issues that Steven Spielberg and his company Amblin are very concerned about is security. One of the things we'd like is a copy of the video of *Back To The Future* 2 and they won't release it.
Developer: "But how can we develop the game if the film's not finished?"
Bilotta: "You may have to go off a script. Or even half a script."
The developers look nervous; then one stands up, his upper lip visibly stiffening.
Developer: "It looks like we've got quite a job on our hands, chaps. We'd better get cracking."
Stirring Dam Busters music as the developers scramble.

FORWARD TO THE FUTURE

Stuart Hibbert admits that one of the ideas he and Karl Jeffrey came up with for the design was going to be bigger than all the other sections put together. "As we didn't go for a 20 disk game it had to be rejected." Didn't they both feel rather limited by the power of the current generation of computers when it came to adapting a multi-million dollar epic movie?

"Yes, definitely," says Stuart. "CD ROM goes some way to addressing it but you still have speed problems." "Interactive movies have never come off," Karl adds. "The last one was *Ghostbusters 2* which projected the idea of the movie but wasn't really playable. Cinemaware are the only people who've really managed to pull it off. And they don't work from films."





"We need the speed and graphics at an affordable price for people to buy," Stuart muses. "The technology is out there but it's not yet affordable."

"The future is here," says Stuart. "It's only a few years down the road."

SCENE 6: THE MIRRORSOFT OFFICES

Midnight: attractive, young development manger Charlie Kamalati sits at her desk, nibbling thoughtfully on a Yorkie.



Kamalati: I bring in producers and project managers to do the design. I read the scripts and the game designs. If the product isn't good it won't sell, so I have to make sure all of our games are of a high standard."
She rests her head in her hands, overcome by the responsibility. Then she sits up again, puts the Yorkie on the desk, wipes the melted chocolate from her forehead, and picks up the phone.
Kamalati: "Get me... the project managers."
Dramatic music.

SCENE 7: THE PROJECT MANAGER'S OFFICE

The phone rings but there's nobody there to answer it. Dissolve to daytime and product development manager Stuart Hibbert talking to a minion about how to pick a programming team.



Hibbert: "I go out to several companies who are interested in what we're trying to put over. The number of people who could take on the project at any one time is fairly limited. I try to go to as many tried and tested people as we know with the product to see how they react. We see who's enthusiastic because if the enthusiasm is not there at day one it won't be there after six weeks let alone six months."

SCENE 8: IMAGE'S DUNGEONS

A programming team, elaborately bound together, slave at their computers, both 8 and 16-bit.



Hibbert: "Development costs have gone higher and people expect more."
Jeffrey: "Most of the budget goes on programming but an increasing amount is spent on graphics, sound and design."
Hibbert: "But in future programmers won't be so important."
Jeffrey: "We'll see a producer, director, writer creating the product and then the programmers."
Voice From Above: "Just like the film industry, in fact!"

BACK TO THE COMPUTER

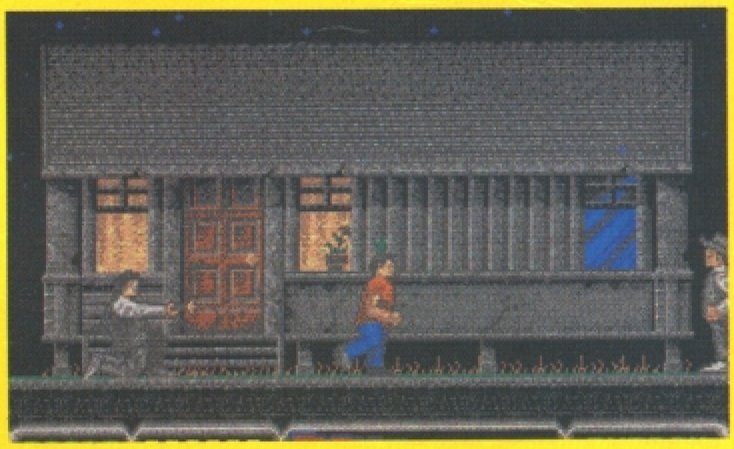
When Stuart Hibbert and Karl Jeffrey started to design *Back To The Future 2* they hit a slight problem. Despite its incredibly complex plot, the movie lacks action sequences which are immediately convertible into computer games.

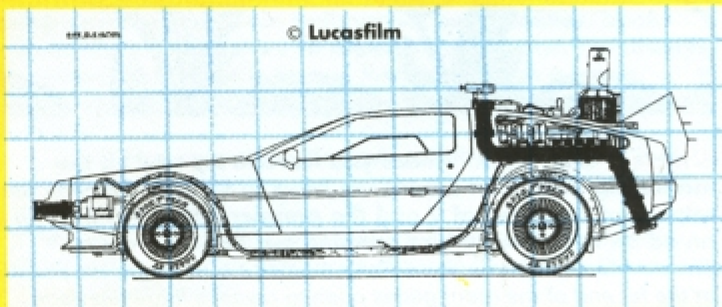
So they decided to divide the plot into five sections, taking in the three major eras. The hoverboard was the most obvious action device and it appears in the first and last sections, set in 2015 and 1955, while the middle section is based on Marty's flight through the urban decay of the Alternative 1989.

In between these arcade sections come two slightly more cerebral bonus rounds; logic puzzles which won't wipe you out but could score valuable extra points.

After a credits sequence in which the title glides in and we see the DeLorean come in to land and fly off with Marty, we jump to 2015. Marty is on his hoverboard, navigating the town as he tries to escape the gang of bullies. There's a vague similarity to *Paperboy* ("But it's not *Paperboy*," Stuart emphasises) in the high perspective scrolling landscape, but unlike *Paperboy* you turn corners.

There are curbs to leap and items such as manhole covers to avoid and if Biff's gang catches up, Marty can hit out at them. It all ends with an animated sequence of the bullies crashing through the town hall and Marty saving his son.





© Lucasfilm

The Alternative 1989, when Biff has turned the town into a hellish nightmare of iniquity, is represented by a sideways scrolling fight game.

As well as the enemies, which include Mr Strickland (the paranoid teacher with a pump-action shotgun) plus Biff's gangsters and corrupt cops, there are dumb objects to dodge such as tyres rolling down the street. But picking up a baseball bat or other objects will give Marty extra energy while money adds to the old points.

At the end of the round, Biff appears as the classic mega-sprite. Beat him and you're rewarded with Marty's reunion with Doc, ready to travel back to 1955.

Finally, it's the final pursuit of Biff's car as Marty leaps on the hoverboard and tries to return time to its natural course. "It's sixty years earlier and what you do is much more difficult," Stuart smiles. "The first hoverboard game was just to get you into it. There are a lot of hazards with a lot of fast action." And the finale? All Stuart will say is that something happens to the car and it involves horses.



SCENE 9: THE PROJECT MANAGER'S OFFICE

Stuart and Karl study the script.



Hibbert: "We had a rough direction we wanted to take when the product was decided on. Because the film's very fast moving, we had to split it up into individual sections and found about 16 of these. A lot of that concentrated on Marty on the hoverboard – a good sequence but not that long in film time. So we decided to elaborate on that sequence."
Jeffries: "*Back To The Future 2* is a great product. There's not that much action but there's a lot of elements such as the hoverboards to put in."
Hibbert: "Our first draft was literally a couple of pages."

SCENE 10: CHARLIE KAMALATI'S OFFICE

Stuart drops the design onto Charlie's desk. She looks at it.



Kamalati: "Approval of the design takes up to four weeks. The gentleman I deal with at MCA reads it."
Her voice drops.
Kamalati: "I'm told that Spielberg himself reads it to give approval."
She picks up the phone and dials Lehrberg Associates.
Lehrberg *(over phone)*: "Steven Spielberg and Amblin care very much about quality so we work very closely to make sure the consistency is there and it flows from the movie."
Unfortunately Charlie and Dick have a crossed line.
Voice On Crossed Line: "But do film-makers know what makes a good computer game?"
Lehrberg: "I think the people who make films have good imaginations. Spielberg and Amblin do come back and look at storyboards and say, 'wouldn't that be better?' In one of the scenarios the enemy chasing you was the R'N'B group from 1955 and they said it wasn't consistent. That was a really helpful suggestion."
Charlie puts down her phone.
Voice On Crossed Line: "Hello? Hello? You didn't give me a chance to tell you about this script I'm writing. It's about how they make computer games out of films and I wondered whether you'd like to make a game out of it."

NB All characters contained in the script are totally non-fictional except for John Minson™ who is a licensed trademark of JM Industries.

SCENE 11: DICK LEHRBERG'S OFFICE

Dick looks up as a muscle-bound Minder crashes into his office, all glinting gold chains and an evil grin.



Minder: "You the guy doing the *Back To The Future* game?"
Dick nods.
Minder: "Good. Because I represent one of its actors. And I'd like to remind you – you don't use his face – not in the game, not in the packaging, not nowhere – without my say so. Un'erstand?"
Dick nods nervously.
Minder: "Good. My client's Hiram T Putznik III. He's an extra in one scene. Only most of his appearance ended up on the editing room floor. But he's there. So watch it."
He leaves, breaking the door off its hinges as he goes.
Lehrberg: "The big stars either refuse to allow you to use their image or you have to get special permission to use it. A lot of stars are very protective of their image."
He pulls on his trainers.
Lehrberg: "Another thing that springs to mind is that Michael J. Fox wears Nike shoes. We have to get separate permission from Nike and Pepsi to use their names as they're used in the movie."
He leaves through the shattered door.

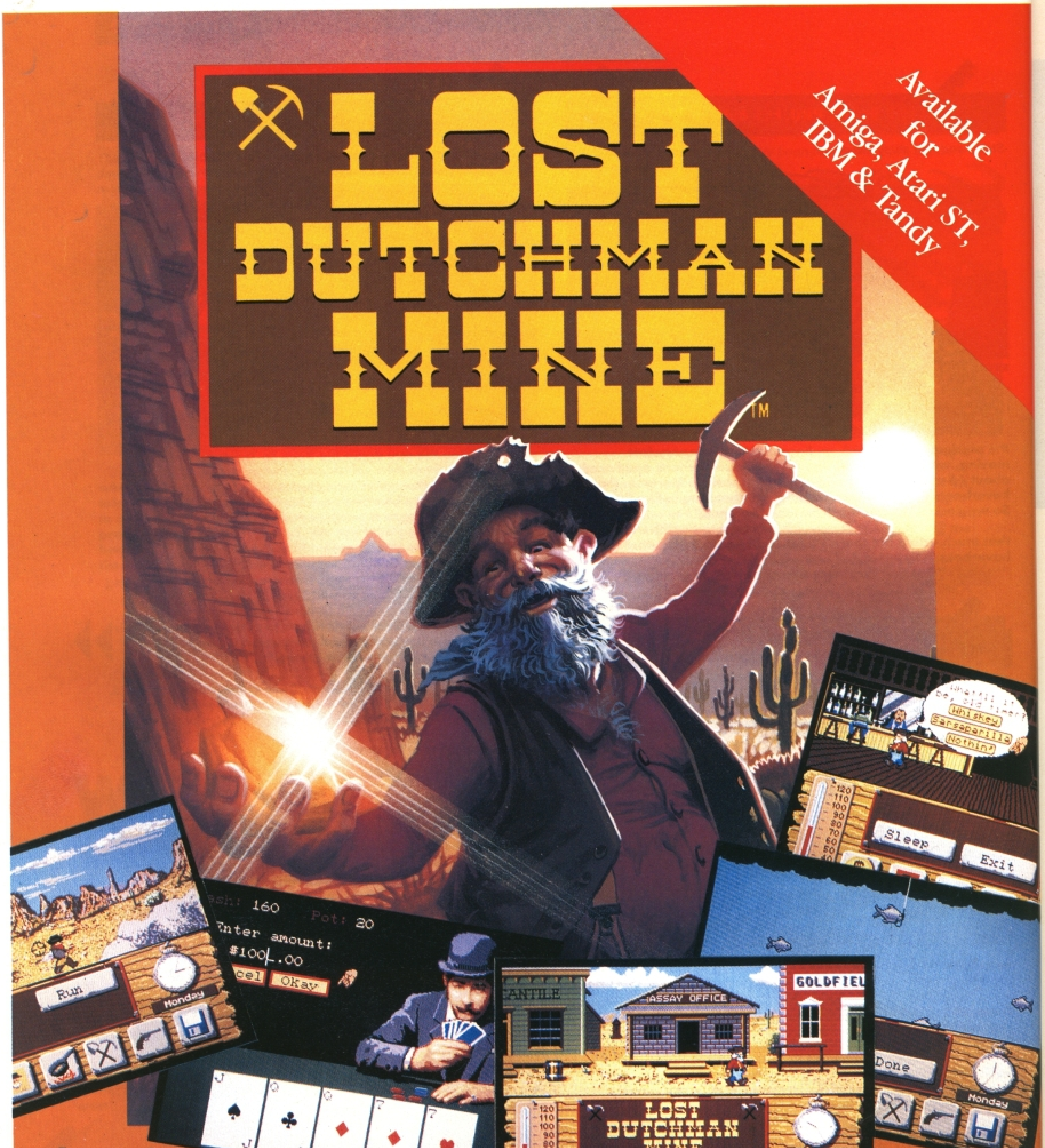
SCENE 12: THE PROJECT MANAGER'S OFFICE

Stuart sits alone as Karl has returned to Images and his mass of programmers. Stuart ruminates (Oo-er!) on the past few months.



Hibbert: We had a fairly finalised design in December. That has gone through changes and now we have something we believe is the game. But as it progresses we'll be adding to it and taking things out. It's the smaller things now that go to make the product."
Charlie Kamalati pokes her head round the door.
Kamalati: "The man from MCA was here and saw everything and said it was fantastic. He's coming over again to look at further developments." *Her voice trembles.* "Spielberg seems to like it."
She vanishes again. Stuart smiles grimly.
Hibbert: "It's two months since the finalised document and now we have a new finalised document so hopefully this is the one and we won't be changing it again."
The camera pulls back as Stuart stares thoughtfully at the plan. The music swells and a caption appears:
'TO BE CONTINUED...'

STOP



Journey to the Old West in search of the fabled LOST DUTCHMAN MINE!

Enter the town of Goldfield to buy food and supplies. Play poker in the saloon, read the local news, or visit the bank, jail, livery, doctor or assay office.

Out in the desert, you can fish in the river, pan for gold, and explore over 100 abandoned mines and caves. Freezing nights, scorching days, rattlesnakes, bandits and renegade Indians are a constant threat. Features digitized sound, fabulous graphics and animated sprites.

Available for: Amiga, Atari ST, IBM CGA/EGA/MCGA & Tandy. Suggested Retail: $49.95.

Magnetic Images™

Distributed by

INNERPRISE Software, Inc.

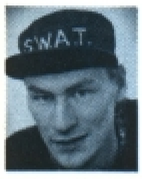
ZERO reviews

CRITICS' CORNER

Shelling out yet another 20 quid for a computer game, eh? And you might well be taking our advice. But what do you know about our critics? Um, naff all, basically. So who are they? And more importantly, have they ever been to Finland?



David Wilson: It's our brand spanking new Deputy Editor. He's no stranger to the world of computer gaming, though (he's been 'at it' for donkeys' years). Has he ever been to Finland? "No. Nobody's been to Finland. Why on earth would anyone want to go to a country where the sun sets at one o'clock in the afternoon and everyone gets drunk and then makes furniture?"



Tim Ponting: (Or 'the demon drummer from Hell' as we all fondly think of him.) What you won't be able to tell about Editor Tim is that he's nearly eight feet tall. We mentioned his extra inches last month, but what we didn't say is that he makes the Harlem Globetrotters look like the cast from *Time Bandits*. Has he ever been to Finland? "Oh", he replied, "um, no, I haven't." We asked if he ever intended to visit this mildly ridiculous northerly landmass. "No. I hadn't exactly made any cast iron plans."



Lord Paul Lakin: ZERO's resident toff – owner of a castle with vast tracts of land. Paul had a rather rigourous schooling and, as a result, has ended up totally over-educated. He knows everything there is to know about every single thing in the world. So what about Finland then? "Finland isn't actually the northernmost of the Scandinavian countries as most people believe," he told us, "Norway sticks out an extra 100 miles at the top, pipping it to the post as it were."



Ivan Hawksley: Ivan! Now there's a name and a half for you. Mind you, is the name Ivan really as 'exotic' and 'mysterious' as it sounds? Um, the answer is an emphatic "no", actually. So what's the translation of Ivan Hawksely? It's this: "The Russian Form Of John, Dweller In The Nook (Or Corner)". So, The Russian Form Of John Dweller In The Nook (Or Corner), have you any plans to visit Finland? "No". Have you ever visited Finland? "No". Don't you feel even a little curious about FInland? "No."



David 'Macca' McCandless: Not just a computer game reviewer but also a violent criminal offender. His idea of a cash withdrawal isn't quite the same as ours. No queuing for David (and no bank account either – just a gun, a scribbled note and a stocking over the head). So, had villainous Macca any plans to jaunt merrily Finland-bound? "Have they got an extradition treaty with the UK?" he asked immediately. We thought they probably had. "In that case I doubt if I'll ever need to go there."



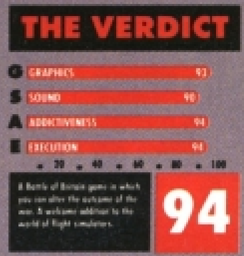
Duncan MacDonald: The Roger Irrelevant of the computer world. You don't really get much sense out of Duncan on any subject and we weren't expecting this occasion to be any different. We asked the 'will you ever go to Finland' question anyway, and here's what he said. "Ah, Finland. Now there's a 100,000 square miles of Tundra for you. The water in the lakes is made from acid rain, you know. It's brilliant." But acidic lakes don't have any life in them we reminded him. "I know. That means you don't get any slimy stuff stuck between your toes when you go swimming". So you've been then? "Yes. I go every Summer." Blimey. "I was lying actually."



Sean Kelly: Sean has now joined the ranks of the ZERO Critics on a freelance basis. So, Sean, Finland. Have you ever been? "What's Finland?" he asked. It's a country, we explained: a Scandinavian country next to Sweden. "Oh," he mused. "How would I get there then?" We explained that the North Sea crossing was a bit more sensible than heading south and going via The Cape Of Good Hope. "Why's it called the Cape Of Good Hope?" he asked. Probably something to do with old-fashioned sailors, we suggested and asked again if he'd ever been to Finland. "No" he said, "but I quite like the sound of the Cape Of Good Hope."

WHAT'S WHAT

Understand the scoring system? If so then you can skip this bit, if not then for God's sake concentrate.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a page devoted to a sprint through the 'one line' reviews. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're crap. *(Because they're cheap actually. Ed.)*

KNIGHTS OF THE CRYSTALLION

ZERO HERO

"This is not a game... this is a Culture!" exclaims the press release about US Gold's new arcade adventure game. With an accompanying manual the size of a breeze block purporting to whisk you into a whole fantasy world, who are we to disagree?! *David Wilson* changed his name by deed poll to *Spig From The Whastes Of Elfinbuttock* and embarked on a reviewing quest.



1. **This is a slide. You won't be able to walk over it without being sucked down! Watch out for them on the dark screens.**
2. **A crystal. This is your quarry!**
3. **A Shorgi. Fatal to the touch, but sometimes they can actually help you out. If the crystal is on a path below you, let a shorgi pick it up. Zap him when he flies over an accessible path.**
4. **Another vicious beastie which will zap one of your suit's lives.**

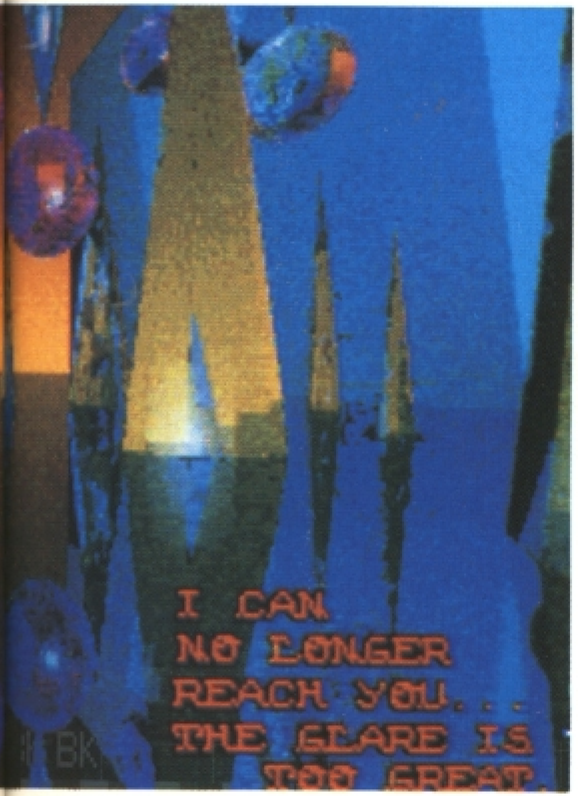


The object of your quest! The hall where

Knights Of The Crystallion, as the name suggests, is a huge quest set in a fantasy world of its own. It's a sizeable work of a similar ilk to *Lord Of The Rings* (but thankfully not as big) where the author has attempted to cover all aspects of life in this world and specifically in the city of Orodrid. Orodrid, as a digitised voice will tell you at the beginning of the game, is 'The City Of Bones'. It was built into the skeleton of a humungous sea monster. Each rib, as big as a tower, houses a 'Haresh' or commune of seven or so Orodrid families. The mountainous skull became the Tsimit, comprising a temple in the cranium and a cavernous maze system in its buried depths.

You get to play Master Adreni – now head of the Adreni family – with aspirations to become a Knight Of The Crystallion. This is a desirable position of influence in the city which entails hatching your own crystal stallion. (The Crystallion – geddit?) To achieve this, you will have to convince the city's priestly class, the Keepers, that you are a worthy subject. This involves venturing into the aforementioned maze – the four veils of the Tsimit – in search of magical crystals (formed from the fossilised brain of the sea creature). This is the main part of *Knights Of The Crystallion* but apart from this there are several sub-games to master in order to succeed. As well as your quest, you'll also have to manage your family's economic affairs. This entails setting the price of the three commodities they produce whilst bearing in mind the prices of similar goods in the Haresh. This is done by clicking on the various pointers and icons on two main screens. You will also set donations to the Tsimit and there will be random opportunities to invest in different ventures, such as establishing new markets with neighbouring villages.

When you go to the Tsimit, a keeper will lend you a Crystallion suit. This conveniently glows blue in the dark and

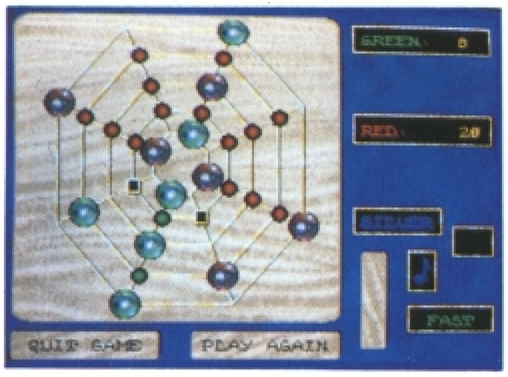


the crystal eggs reside.



This section is where you handle the economic affairs of your family.

casts some light on the gloomy veils. It also has three life-saving charges which is fortunate 'cos it's a bit dangerous down there! So, armed with meaty plasma balls, down you go and start collecting crystals. There are monsters to be zapped including the pesky Shorgi – flying things that pick up crystals. Once you've got enough crystals, you can either retrace your steps and leave or you can complete the veil. Erm... I'm making this sound easy aren't I? Well, actually, it's not...



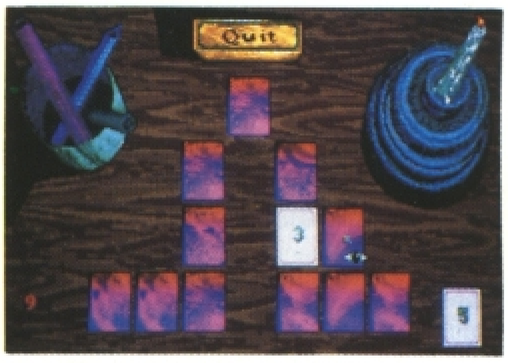
This is Bosu. Simple to play, difficult to master, flamin' impossible* to work out the scoring system. Hem, hem.

If you decide to leave, then take your crystals to the Proda in order to recharge your Crystallion suit. This involves laying them all out on the floor. In numbers they generate a charge which can be aimed at the 'Prods' in the centre of the room and then bounced upwards into the charge collector. You'll have to be rather careful of the Cripids, more crystal pilferers and also of stacking too many crystals together.

If you choose to move into the second veil on the other hand, then the keepers will give you two tests. The first is on your knowledge of the Tocanon – a collection of Orodrim verse that accompanies your game. The second is to beat them at the locals' answer to *Triv*, the board game *Bosu*. This is quite a complex single screen sub-game. Fail either test and you won't be permitted to continue, fail the first and you won't even get to keep your hard-earned little crystals! What reason is there to continue then? The fourth and final veil contains the crystal eggs from which the Crystallion is hatched.

Oh, and there's also a sub-game called *Dekata*. This is a card game to heighten your telepathic powers and the psychic link with your unborn Crystallion – which translates to you being faced with several face down cards from which you'll have to find the pairs. The more succesful you are, then the numbers on the cards will start to glow through (this represents your telepathic powers being heightened). You can't access the *Deketa* in the middle of the Tsimit, so you are advised to do this at the start. Once you've established this 'psychic link' with your super equine chum, you'll find he will help you out as you proceed. In the maze and also in the economic scenarios, a crystal stallion's head will appear advising the route or course of action to take. Neat, eh?

That in a nutshell(!) is *Knights Of The Crystallion*. Your ultimate aim is to get to the fourth veil of the Tsimit, find the Crystal eggs and hatch your Crystallion. All along the route the Keepers will be watching you and testing you before you proceed into the next stage.



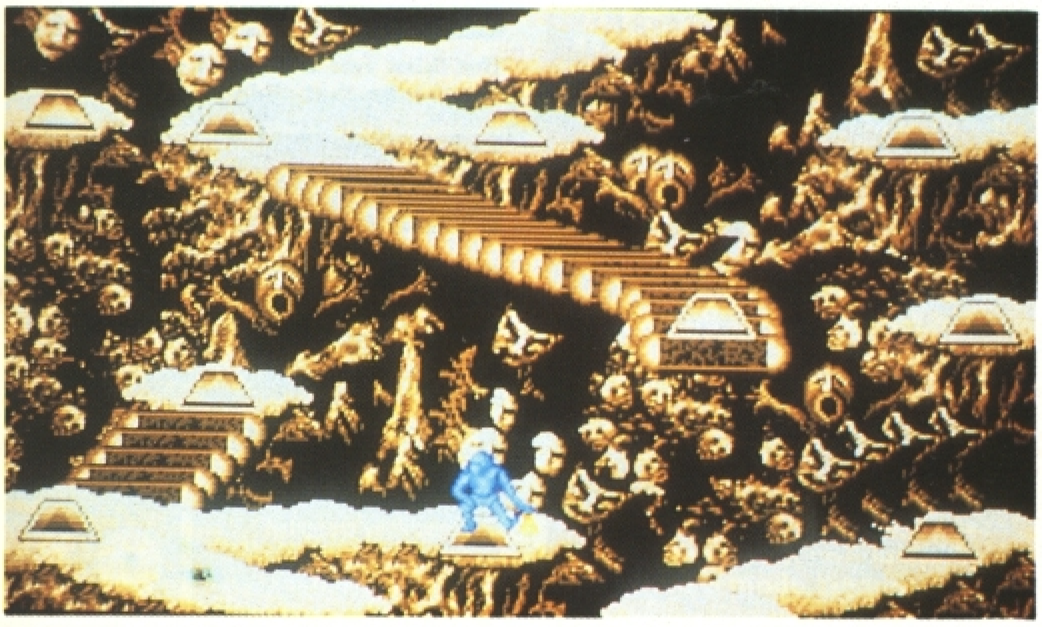
Yep it's Dekata, the game of cards where you can improve your telepathy.

WHAT'S WHAT

TITLE	**Knights Of The Crystallion**
PUBLISHER	**U.S. Gold**
PRICE	**£29.99**
FORMAT	**Amiga**
RELEASED	**April**

PROGRAMMER'S CORNER

***Knights Of The Crystallion* was written by Bill Williams. His impressive softography includes programming sound effects for Cinemaware titles such as *Lords Of The Rising Sun* and *Defender Of The Crown*, as well as programming *Sinbad And The Throne Of The Falcon*, and Mandarin's *Pioneer Plague*. I always suspected that people who were into this sort of genre were a tad on the weird side and Bill seems to be no exception. He lives in a geodesic dome in rural Michigan with his wife and two cats called Ira Gershwin and Mona Lisa. Oh, and his wife (Mrs Williams) was responsible for the illustrations that come in the Tocanon (a book of collected Orodrim verse included in the package). Spig From the Whastes Of Elfinbuttock is allergic to cats.**



I found the veils very tricky to map, and suspect you'll find this too (unless you happen to be drawing on four small footballs – one for each level).

***This isn't strictly true.**

Spig Of The Whastes Of Elfin Buttock: Greetings. I am Spig and I am heavy with child. *(You what!? Ed.)* Er, sorry, you see *Knights Of The Crystallion* is such pure fantasy escapism that I had difficulty 'getting out of character'. Bill Williams, the writer, has gone to great lengths to create a whole environment, providing a manual full of insights into the Orodrim way of life and an evocative soundtrack. The graphics are very colourful and detailed and the control system simple. Although US Gold claims that the soundtrack could stand on its own as a 'concept album'(!) (erm... I don't think it'd grace my record collection) it contributes greatly to the whole package and helps you immerse yourself in the world of the Orodrid. The game will include an audio recording of this which apparently if played backwards(!) will provide further clues!

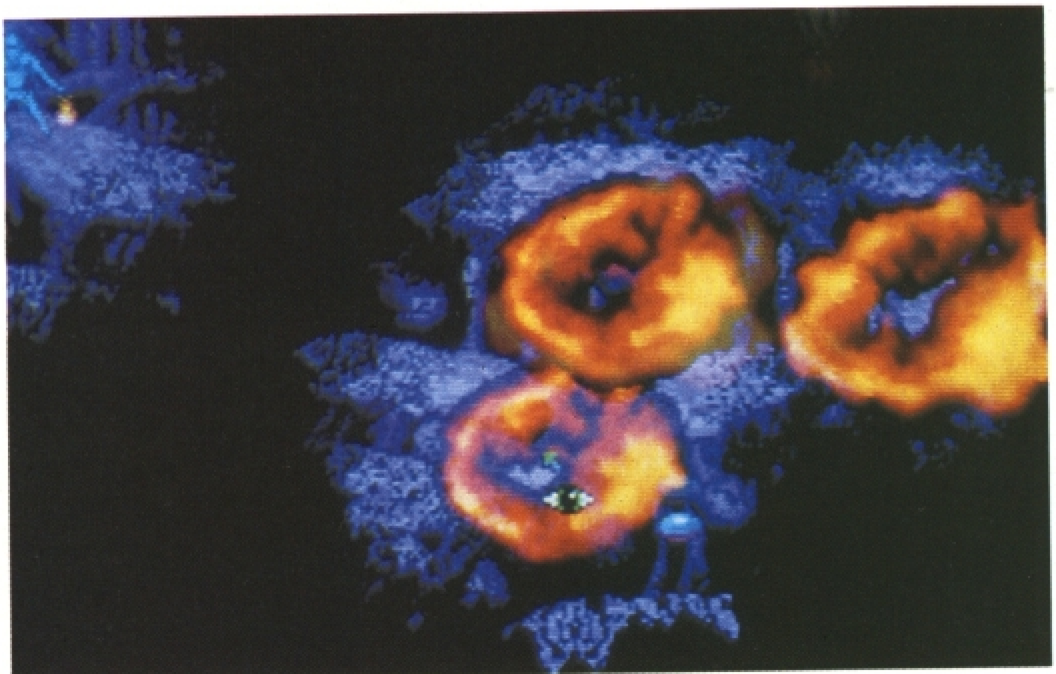
HASSLE FACTOR: 0
Two disks, but changed so infrequently you'll hardly notice (sort of).

As I said, the game controls are simple. Everything is controlled by mouse, with you moving an eye icon (your inner eye) and clicking to initiate an action. I liked the way the game knew what you were up to; I mean the seemingly innocent Deketa section almost gets you thinking you're telepathic! Having tried to find my way around the Tsimit unaided, I was chuffed to find the Deketa paying off and a crystal stallion's head suddenly appearing to help me out.

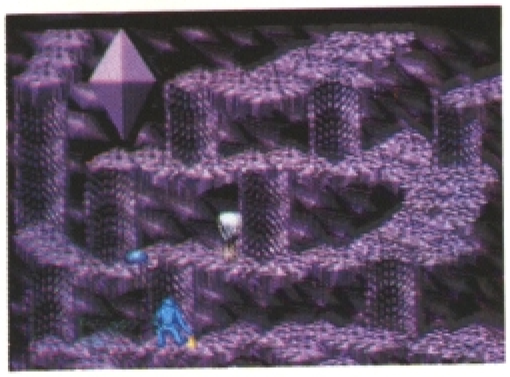
Some of the screens in the Tsimit are completely dark and your vision is thus eerily limited to a small circle around you, illuminated by your Crystallion suit. Fortunately the Shorgis also glow in the dark. Finding your way is tricky but the computer won't let you move over an edge. If you can't reach a certain position, then it'll make a complaining sound. You can also illuminate your path by lobbing slow plasma balls (yep, they've got two speeds). If there's a crystal on a dark screen, then grab it and hey presto, all will be revealed.

Incidentally you can access any part of the game (except the later levels of the Tsimit of course) from the main menu screen. This means that you can practice the sub-games before you get to a stage in the game where the outcome is crucial. I found the Bosu game tricky to master even at the easiest of the four levels of difficulty but fortunately there is a tutor mode to help you and also the ability to play this separately as a two player game! Since progressing in the game will hinge upon you defeating the Keepers progressively at each level of Bosu, you'd be advised to get to grips with it.

So you see, there's a lot of depth to *Knights Of The Crystallion* and it's a game that will require a bit of intellect. Makes a change from all that mindless zapping, doesn't it? Anyway, that, as they say, is that. A huge involved fantasy adventure offering atmospheric graphics and sound, with gameplay intricately crafted with enthusiasm.



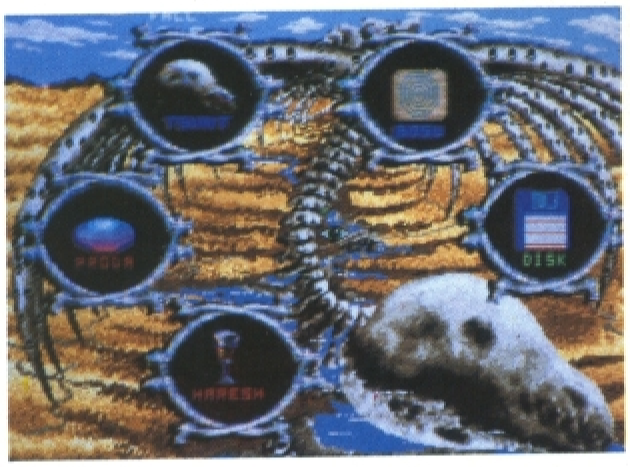
Oooo er! It's ever so dark in here! By chucking one of these glowing plasma balls I should get a rough idea of the lay of the land.



This is the fourth veil and it's very very tricky.



The third veil is a bit of a bugger too. Don't take that slide!



This is the main menu screen, Featuring the Orodrid, which changes colour with the seasons!

THE LOST VERSE OF THE ORODRIM

★ ★ A ZERO EXCLUSIVE ★ ★

We at ZERO are pleased to announce that we have uncovered some previously unpublished Orodrim rhyme. Here, exclusively for you, are some excerpts:

I wandered lonely in the Tsimit,
In the darkest veil of the Shorgi,
Blasting monsters of large
posterial dimensions,
But not half as huge as Fergie.

Yea, by the one tree of Odruilen,
I reflect and sit,
and ponder on life's hamster
as it scampers about a bit.

(Actually these verses are so crap, they were probably best left 'undiscovered'.)

THE VERDICT

G	GRAPHICS	89
S	SOUND	92
A	ADDICTIVENESS	90
E	EXECUTION	94

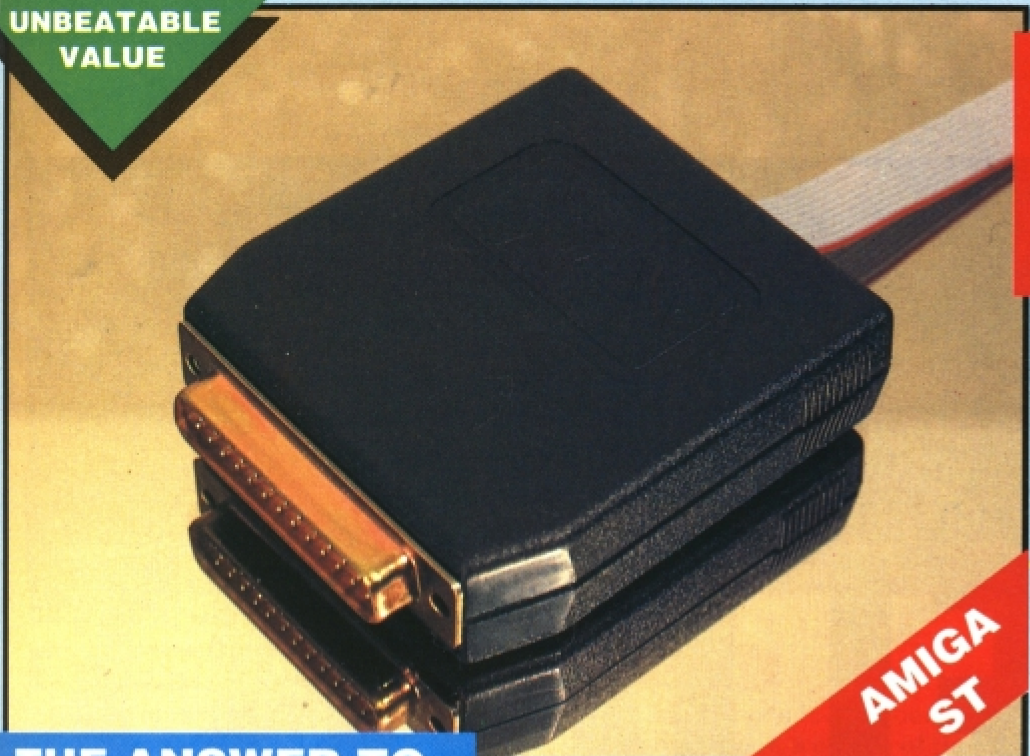
• 20 • 40 • 60 • 80 • 100

A beautifully presented atmospheric fantasy adventure game that'll keep tippers and mappers happy.

91

DATEL ELECTRONICS

UNBEATABLE VALUE



SYNCRO EXPRESS

- **SYNCRO EXPRESS IS A HIGH SPEED DISK DUPLICATION SYSTEM THAT WILL PRODUCE COPIES OF YOUR DISK IN AROUND 50 SECONDS!!**
- Syncro Express requires a second drive & works by controlling it as a slave device & ignoring the ST or AMIGA disk drive controller chip whereby high speeds & great data accuracy are achieved.
- Menu driven selection for Start Track/End Track - up to 80 tracks. 1 side, 2 sides.
- Very simple to use, requires no user knowledge.
- Also duplicates other formats such as IBM, MAC etc.
- Ideal for clubs, user groups or just for your own disks.
- No more waiting around for your disks to copy.
- Probably the only duplication system you will ever need!

THE ANSWER TO YOUR DISK DUPLICATION PROBLEMS

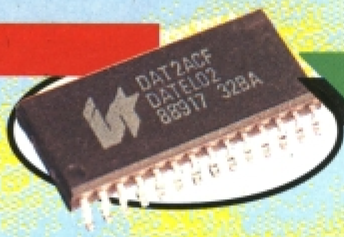
CARTRIDGE CONNECTS TO PARALLEL (PRINTER) PORT
ON BOARD CUSTOM LSI CHIP MAKES THIS UNIT EXTREMELY SMALL & EFFICIENT.

ONLY £34.99

COMPLETE HARDWARE/SOFTWARE
PLEASE STATE ST OR AMIGA

LATEST CUSTOM LSI CHIP TECHNOLOGY

- By using an on-board custom LSI Chip, Synchro Express has the power to transfer an MFM image of the original disk directly to your blank disk - quickly, simply and without any user knowledge. One external disk drive is required*.



CUSTOM LSI CHIP

SYNCHRO EXPRESS IS AVAILABLE FOR BOTH THE ST AND AMIGA SYSTEMS - PLEASE STATE WHICH REQUIRED WHEN ORDERING

If you don't have a second drive we can supply SYNCRO EXPRESS together with a drive for
ONLY £104.99 (AMIGA)
ONLY £119.99 (ST)



POWER BY DESIGN

MANUFACTURED IN OUR EUROPEAN FACILITY USING THE LATEST SURFACE MOUNT TECHNIQUES - SYNCHRO EXPRESS IS WARRANTED FOR 6 MONTHS AGAINST MANUFACTURING DEFECTS.

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics neither condones or authorises the use of it's products for the reproduction of copyright material.
The back-up facilities of this product are designed to reproduce only software such as public domain material, the users own programs or software where permission to make a back-up has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the permission of the copyright owner, or their licencee.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

SYNCHRO

UNDER WRAPS

DRAGON FLIGHT





Here, who turned out the lights?



Honest, cross my heart, these guys have just had bad press!

Paul Lakin is always eager to please so when the editor asked him to go out and get a bottle of real German beer he flew straight to Dusseldorf. While he was there he popped into Thalion to have a look at *Dragon Flight*.



You're off to Dusseldorf," Tim told me. "Oh goody gum drops," I said, "that's near Blackpool isn't it?" Having realised it was in Germany I bought a guide book that told me lots of interesting things about Dusseldorf like... it's in Germany. What it didn't tell me was that Dusseldorf Airport is incredibly difficult to get out of.

Another thing the guide book didn't tell me was that Thalion's offices weren't in Dusseldorf at all but in Gutersloh. After a brief stay in a German Prison for assaulting a guide book I finally arrived at Thalion's offices which bear an uncanny resemblance to a space station. On the walls were posters of Rush and ALF. I tried to think of a clever remark to make about this but I wasn't here to make clever remarks. I was here to see *Dragon Flight*, an adventure game three years in development and soon to see the light of day. Clasping my 140 word introductory novella in one hand and my trusty Pentax in the other I cried "Show me!"



Let's face it, would you buy a used ring from this man?

THE SCENARIO

Adventure games tend to centre around straightforward, if somewhat dangerous, quests. You know the sort of thing – kill the monster, rescue the princess and sleep with her mother. *(Do what? Ed.)*. Latterday Launcelots (coo!) might be somewhat surprised by *Dragon Flight* because, instead of rescuing a princess, you've got to risk life and limb to save some dragons. Dragons – yeeuurch, nasty slimy things with big wings and halitosis. Rescue them? I'd sooner buy them a one way ticket to Darlington.

The students at Pegana University no doubt would have reacted in much the same way, although they probably don't know where Darlington is. But their Dwarfish tutor Dambranor gave four of them a bit of a history lesson about the days when dragons had ruled the world and been wise in lore and magic. These were nice dragons, more given to flower picking and poetry recitations than frazzling knights. They even acted as a sort of UN Peace keeping force in disputes between races and supporters of the rival white and black magic. In true UN style they made a right royal balls-up of the whole thing and, after the battle of Dragons Vale, there was no magic, no dragons and precious little peace and quiet. Many think that the magic and dragons have been lost forever. Others disagree. That's where you come in.

THE QUEST

Dambranor's four students consist of a dwarf, a couple of He Men and a leggy elf (actually, when I saw the game she had the body of Sam Fox and the legs of Sylvester Stallone, but it was early days). Dambranor is a strange tutor; instead of setting his students essays he sets them a quest. Together they must find out what's happened to the dragons and rediscover as much of the missing lore as possible. As if this isn't enough, they also have a number of sub-quests to solve.

All four characters are icon-controlled by one player. They can use between 40 and 50 different weapons which each have their own characteristics. It's also possible for the characters to have a bit of a natter with anyone they meet. (Though there's no guarantee what replies they might get.)

The various problems that crop up on your quest all have more than one solution so you never make an irretrievable decision. (Except death of course.) Methods of scoring are equally diverse.

The world of *Dragon Flight* is a large one, as is the range of graphics. Birds-eye views, first person views, battle screens and fully animated screens. You pays your money, you takes your choice... well your view anyway.



What do you mean 'lost'? I gave you the A/Z ages ago.

BIRDSEYE MAP FINGERS

The overall view of the game is represented by a map. Movement is controlled by one sprite which represents the four adventurers and is viewed from above. The map will be a familiar tool to role-playing fans and readers of fantasy novels since it shows a land of castles, dungeons and the like. However your eagle-eyed reporter (that's me actually) noticed a

MINI-QUEST

A little thing like a game not being ready yet is not going to stand in the way of Sir Paul Lakin and his knightly conquests. So we've put a few screen shots together to give an example of how the game might play, if you're a load of crap that is.



This looks like a nice castle, there are bound to be loads of dragons in here.



Hmm, don't really think much of this entrance hall. I wonder if it gets nicer on the other side of the door.



Yikes! Not such a hot idea, let's get out of here.



At last, the light at the end of the tunnel. Free!!!



Oh dear.

THE DESIGNER – ERIK SIMON

Many people have been involved with *Dragon Flight* during the few centuries of its development. However everyone at Thalion refers to it as Erik's baby. Who *was* this **Erik Simon**? I wondered. And how did his wife feel about giving birth to a small piece of blue plastic? Eventually someone handed me a telephone receiver. "Erik," they said. Erik is a telephone? "Ho ho ho," they replied, politely cancelling their subscription to ZERO.

The first thing you notice about Erik Simon is that he's rather tall. I noticed this and I was talking to him on the phone. The second thing you notice is that he's rather keen on *Dragon Flight*. This is probably a good thing since he's spent 10 man years working on it.

So... er... how did he get involved in computers? I thought whilst glancing at my copy of *20 Original Questions To Ask Computer People*. Erik's interest in computers dates all the way back to 1979. In those dim distant days when The Jam were at their peak, Erik came across a CBM 30/32, a near relation of Babbage's Calculating Machine, on which he discovered the delights of *Space Invaders*. By the time the Commodore 64 arrived, Erik was dabbling with programming and graphics and had also met **Udo Fischer** who was to do the bulk of the programming on *Dragon Flight*.

Right back to the 20 Original Questions. Where did *Dragon Flight* come from? Well, the ST really set Erik's world on fire, or at least tingled the cockles of his leg warmers. However he felt that most role-playing games were a tadge samey, all to do with killing wizards, rescuing princesses and sleeping with their... *(Snip. Ed.)* Hence *Dragon Flight*.

When was the plot for *Dragon Flight* first developed? "Summer 1987 saw the story underway with programming beginning in the winter of that year." Er... that's rather a long time ago isn't it? "Well the demo of the game was knocking around for about a year, by which time my hobby had become my job."

As to the future. Well Erik claimed he wasn't going to do many more graphics, preferring to concentrate on game concepts. This was news to everyone else at Thalion. They're under the impression that he's going to do the Bitmap graphics on a new game, *No Second Prize*, as well as some graphic sequences for the *Dragon Flight* sequel *Amber Star*. Time will tell, but meanwhile the last question from the 20 Original Questions. Erm... Erik how tall are you? Silence. Hello... Erik... er... hello... oh dear, he's hung up.



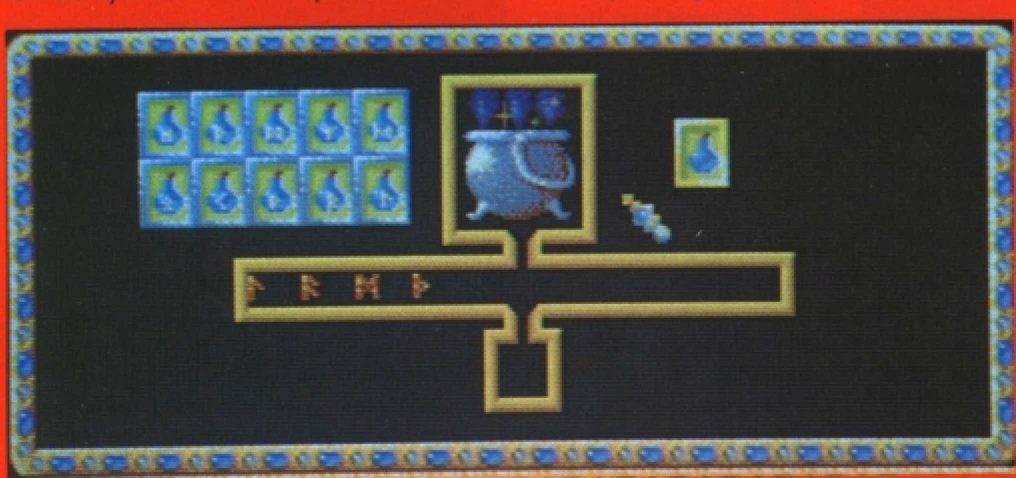
Sound man Jochen Heppel and Erik discuss the relative merits of the ST and Amiga.

MAGIC CONCOCTIONS

You're not completely devoid of magic at the beginning of the game. The elf in particular can cast some mean spells, as opposed to the mean smells cast by the dwarf. The adventurers are also armed with a nifty staff which has a replaceable stone in the top – different stones give the staff different powers.

The adventurers pick up other strange items along the way. Not just the usual things you pick up on holiday like Dehli Belly and Blackpool Bott but parts of a staff, fragments of map and the like. Fans of *Seven Gates Of Jambala* will know exactly what to do with the fragments of staff but they're just a load of lousy show-offs.

The four adventurers are also the lucky possessors of four rings. As long as at least one of the rings remains in the adventurers' possession, then a dead companion can be revived by a visit to the Temple. A useful trick I'm sure you'll agree.



Hmm a pinch of that, a couple of those, a quick mix and... BANG!

problem. Lots of the map was blank. "Not finished it yet then?" I asked smugly. "Oh it's finished, but you can't see the land behind the mountains until you've crossed them," came the polite reply. Nothing comes for free in this game, not even the land behind the mountains.

Being a curious little adventurer you'll eventually want to have a peep behind the mountains and that'll mean getting past the evil magician Rilldock. Failing that you could always try to work your way through one of the dungeons. Of course, once in there's no guarantee you'll ever find your way out again. (Much like Dusseldorf airport in fact.)

DEEP IN THE DUNGEONS

Inside the dungeons you get a different perspective of things. Suddenly everything becomes all first person (i.e you see through your own eyes, though you probably wish you didn't.) If you're lucky, as you wander through the dungeons you might come across treasure boxes or fragments of map. If you're not, you might stumble into a riddle wall. In this game walls don't only have ears, they also have mouths and these mouths have a nasty tendency to ask you questions that you can't answer.

Occasionally, at the end of some corridor, you might stumble across a door. Now you wouldn't be so foolish as to open it, would you? You would? Oh dear.

In the pre Stock, Aitken and Waterman days of pop, Shakey had a bit of a hit singing about what you might find behind the green door. Strangely his song never once mentioned the possibility of finding ghosts, orcs or other nasties. Faced with the sight behind the dungeon door your view changes again, along with your underwear (hem hem). In combat sequences you can see all four of the adventurers as well as all eight billion of their opponents. (This is a bit of an exaggeration actually.) Since you control all four characters, there are loads of opportunities to stab yourself in the back.

THE SUB QUESTS

As well as the main quest there are also a number of sub-quests to be carried out. **Richard Kaasmaker**, who develops Thalion game concepts, claims "For a game like *Dragon Flight* the word 'huge' was discovered." Er... quite.

The sub-plots are generally viewed as a full screen graphic and involve opponents like the magician who whirls magic balls round his head (a neat trick, though painful if it goes wrong) and a troublesome ghost who's haunting a king.

In fact this ghost taunts more than it terrifies and obviously attended The *VIZ* School Of Ghostly Manners. "Didn't he just make a certain... er gesture?" I asked



***Dragon Flight* has taken three years to develop and will probably take you nearly as long to complete. Compared to this, I'm sure you'll agree that waiting a month or so for it to hit the shops is nothing.**



After three... Behind you!

choking on my coffee. This comment was met by rather nervous laughter. "Yes. We're not sure yet whether to keep that section in or not." Once Thalion hears about *VIZ's* circulation figures... well I shudder to think what the ghost will start doing.

The sub-quests are, in general, an optional extra which don't have to be completed to finish the whole adventure. However this is not true of the Unicorn rescue. After all, if a programmer has sweated blood developing a smooth-scrolling, three layer parrallax sequence, he doesn't want some idle gamesplayer thinking "Hmm I think I'll give the unicorn a miss and get on with the main stuff."

END SEQUENCE

All good things come to an end, though adventure games take longer than most. At the end of an adventure the weary hero expects a bit of a reward, something worth fighting for. In *Dragon Flight* this takes the form of a rather good graphic sequence; but it must be earnt. Now you could do this by battling your way through billions of levels of death, destruction and mayhem. Alternatively I could show you a few etchings that I've got in my pocket. *(Yikes! Ed.)* But you wouldn't want me to do that would you? You would? You lot have got no sense of adventure. STOP

WHAT'S WHAT

TITLE	Dragon Flight
PUBLISHER	Thalion/Grandslam
PRICE	ST/Amiga £24.99 PC approx. £29.99
FORMAT	ST/Amiga/PC
RELEASED	April

THE SEQUEL – AMBER RING

While Erik Simon is putting the finishing touches to *Dragon Flight*, **Karsten Koper** is already at work on the sequel *Amber Ring*. Although in its early stages, the map and graphics already look interesting. The new system of mapping allows underlay and overlay as it saves on the memory of x=y. Town streets are in 3D and interiors in 2D. These interiors can contain up to 20 figures all moving independently. There was some talk of even more figures but this will depend on memory limitation. (At the moment scenes are only being designed on an editor.) The game is not due for release until early 1991 by which time it'll probably have changed eight billion times. However here is a screen shot to whet your appetite. Remember you saw it here first.



THE COMPANY

Once upon a time **Holger Flottmann** decided he'd like to form his own software company. One day he met a man called Erik in a supermarket. "Hello!" said Holger, "My name is Holger and I want to form a software company." "That is good," said the other man, "My name is Erik and I'm looking for a software company to develop my game." And they all lived happily ever after.

That's more or less how Thalion got going. However *Dragon Flight* was only the beginning. In fact, due to the time spent on it, *Dragon Flight* wasn't even its first release. It is, however, a major part of company planning. And does Thalion have plans? Well yes it does actually. The guys behind it plan to create an entire world, (or perhaps two worlds – one sci-fi, one fantasy) possibly called Thalion, into which all their games will fit. By all their games they



Thalion present Paul with an award for the crappiest screen shot of the 1980's.

really do mean *all* their games, not just their adventure games.

If that sounds a fairly ambitious project then there's also talk of designer, **Celalt**, co-ordinating all the packaging so that the games boxes will form a map or some form of picture of the world of Thalion. After this they're going to build a space station on Uranus! *(Are you sure? Ed.)*

Other plans include sequels to *Dragon Flight* and *Seven Gates Of Jambala* (the latter taking scrolling to about the limit of smoothness). There's also a space shoot 'em up called *Leavin' Terramis* which manages to satirise virtually every computer game under the sun and a racing game which promises the fastest vector graphics in the cosmos. "Hmm, pretty fast," I said from under the table after being shown an early demo. "Oh this is nothing," replied the programmer. "Since I made this demo I've got the graphics 50 per cent faster."

Into the 1990s publisher **Willi Carmincke** is also keen to develop the idea of art adventures. Unfortunately even Thalion can't put more than 24 hours into the day.


DEFENDERS OF THE EARTH™
C. BUXTON
SPECTRUM
AMIGA
AMIGA
COMMODORE 64
"THE HEROES OF THE PAST ARE HERE TO SAVE THE FUTURE"
featuring Flash Gordon and his friends in an epic battle
against the evil forces of Ming The Merciless
AVAILABLE FOR: C64, AMSTRAD CPC
AMIGA, ATARI ST SPECTRUM 48/128K
© 1990 King Features Entertainment Inc.
King Features Syndicate Inc. All Rights Reserved.
ENIGMA VARIATIONS
13 North Park Road, Harrogate HG1 5PD Sales: (0322) 92518

GET YOUR KIT OFF!

COMPO

WIN A DAY OUT WITH WEST HAM!



OVER THE MOON

Audiogenic has two brand new footie releases due to come into play at any moment. To kick-off with there's *Emlyn Hughes International Soccer,* a game of two halves in which you control the players in real live matches. In *Super League Manager,* you play at being manager, starting with a fourth division team to manage. Succeed and you'll get a better team, fail and you'll be fired! What's more both games can be linked together so you can see your team in action.

To celebrate Audiogenic has a very special prize up for grabs...

SICK AS A PARROT

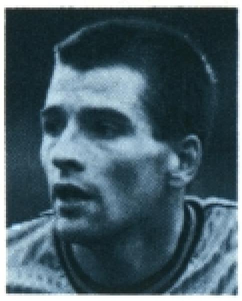
Yes, you certainly will be if you're not the lucky geezer who gets to meet the boys in blue (and claret) at an executive day out at West Ham's club. Yep, the winner and a friend (or Aunty or gran) will meet 'ver lads' at the West Ham football ground on Saturday May 5th. They'll meet manager Lou Macari and then go for a slap-up meal. After that they'll get to watch The Hammers in action in the last league match of the season against Wolverhampton Wanderers. But how do you make sure you win?



DEAN SAUNDERS



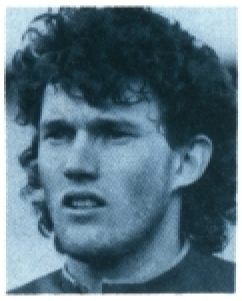
ALAN SMITH



STEVE BULL



JOHN BARNES



DAVE BEASANT



PAUL GASCOIGNE



FRANKLY BRIAN...

It's a piece of pot noodle to enter. Above you'll see six players from different teams who've been stripped of their strip. All you've got to do is match the correct face to the right coloured top. Just to get the ball rolling we've done one for you.

When you've written the correct strip against each of the footballers' names on the coupon, fill in your name and address and send the lot to: **'I'll Be As Sick As A Parrot If I Don't Meet The Hammers Compo', ZERO Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ.**

Remember to get your entry in by April 20th unless you want a penalty.

So 'ver lads' don't get chilly I've matched up the right kit to the right players.

Dean Saunders (1) Alan Smith ( ) Steve Bull ( )
John Barnes ( ) Dave Beasant ( ) Paul Gascoigne ( )

NAME ______________________

ADDRESS ______________________

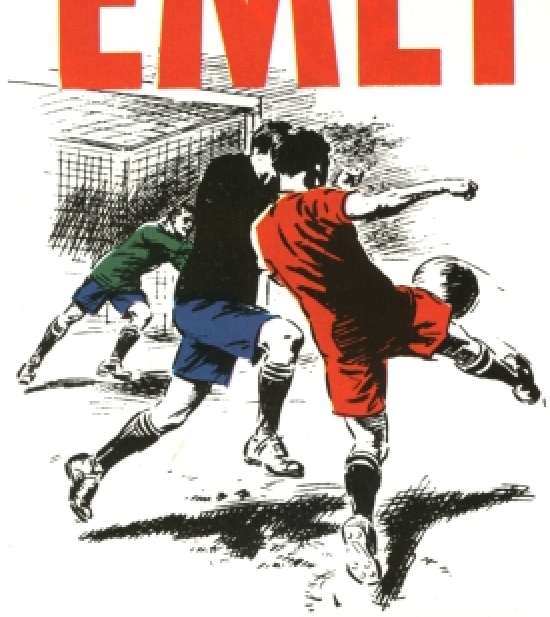
____

______________________ **POSTCODE** ______________________

SWEET F.A. RULES

Anyone from Dennis, Audiogenic or West Ham caught trying to enter will be shown the red card. Extra time will not be given for entries arriving past April 20th 1990. The referees's decision is final. (*That's me! Ed.*)

EMLYN HUGHES
INTERNATIONAL SOCCER





Now that he's stopped going "Eeeeeh! Ahnowit ahnowit ahnowit!! Don't tell me! Ahnowit!" on *A Question Of Sport*, Emlyn seems to have taken up a permanent job with Audiogenic, sponsoring just about every release it has due. Later in the year we have the *E.H. Arcade Quiz* and the *E.H. International Manager*. No word yet on *E.H: The Movie* or *E.H. Strip Poker*, so until then, we'll have to make do with *E.H. International Soccer*. *Sean Kelly's* there at the kick off.



Another epic toe-punt is smashed into the back of the net.

As you will doubtless be aware, this issue of ZERO is a bit of a footie spesh. And, what with all the other soccery stuff, it's a tad difficult to write something just a little bit original. Still, here goes... *Emlyn Hughes International Soccer* is a game of two halves (Management and Arcade), and doubtless if it scores more goals than the opposition, it's ultimately going to be the winner at the end of the day. There! Totally cliche free or what?

The management section, it has to be said, isn't the most sophisticated you're going to find. On loading the game you will be faced with a number of drop down menus, one each for Colours, Options, Game and Display. Colours gives those footie fans who are fashion bent the chance to alter all the various colours of your team's strip, from the stripe on the socks to the colour of the shirts. The Options menu, not surprisingly, gives the player the chance to alter absolutely squillions – well, quite a few – of the factors affecting the game. The game's duration, number of points for a win, or number of substitutes can all be altered, along with the direction the ball can be kicked, whether backheels are allowed, if automatic goalie is required, plus quite a few more.

The Game menu controls most of the action and it's from here that a league or cup competition is started, friendly game arranged and teams loaded and saved during a competition. The final menu display, allows the player to check out any forthcoming fixtures, the league tables and other such malarkey.



The England formation square dancing squad.

The league consists of eight teams and the player can choose to play just a league, just a knock out competition or both. There is also the option to play both home and away matches, which means that if both cup and league are played, a season can consist of up to... erm... 57... no, hang about, um... 17 games, I think.

Once you have become the manager of a team, you are responsible for picking the team from the squad for each match. Each time a player is used, his fitness level falls and he becomes a little less skillful. Should it reach as low as 75 percent, then you're going to get a player who wouldn't even shine in the current Manchester United squad. Obviously, over 17 matches, keeping some sort of decent team together is important. Fortunately, the manager can change the players in the team for others within the squad before any match and can then either keep a balanced team for a whole season, or save up a couple of red hot strikers at peak fitness for an important cup match.

Once all the menus have been pottered with, it's into the actual matches. This is more of an arcade game than a full management simulation so most of the work has gone into the actual gameplay section. Games are played on a horizontally scrolling pitch, as opposed to the view from above style. Once playing, there are, once again, an absolute sackful of possibilities for the player. By some clever joystick juggling the skillful wibbler will be able to do lobs, chips, diving headers and dribbling.

Has Audiogenic got another winner on its hands? Linesmen at the ready, refs bald spot a-glinting in the sun, coins tossed, ends chosen, whistle blown and... kick off!

WHAT'S WHAT

TITLE	Emlyn Hughes International Soccer
PUBLISHER	Audiogenic
PRICE	£19.95
FORMAT	ST/Amiga
RELEASED	Out now

Sean: Emlyn eh? Now there's a man and a half and no mistake. Not content with playing for Liverpool all those years, he's now entered his second career, appearing on strange sporty-type quiz shows and billions of computer games. He even writes a regular column for some footballey-type mag called *Match* by all accounts, but you can't trust anyone who writes in a magazine if you ask me.

Because of the heaps of accolades dumped onto Anco's *Kick Off*, it's difficult to review any other football arcade game without carrying out some sort of



Over 'ere, pass the ball to me. No, me me me me me me me me me me!

comparison. *Kick Off* is primarily an arcade game with a footballing slant, whereas *Emlyn* is a football game with an arcade slant. Got that? What I mean is, *Kick Off* is a great arcade game, but it's almost like *Speedball* on a bigger pitch. *Emlyn*, however, is first and foremost an attempt to get a realistic game of football squeezed into a computer game, with enough playability to keep the football fanatic and arcade freak happy. It has, for the most part succeeded.

The management section is, in reality, just a series of options to enhance the playability of the arcade game and those looking for a straighforward soccer strategy game had better pass it over. All the footie fans looking for a pretty hot football arcade game, however, could do



Dirty Brazilians! I'll never listen to another Carmen Miranda record again.

a lot worse than *Emlyn*.

The most striking thing about *Emlyn* is the sound. During a game, the sound effects and crowd noises never let up for a moment and the crowd noises in particular are absolutely brilliant. There are some fantastic cheers and chants and even the weird 'ooooOOOOH!!' as the goalie goes to take a kick. They really add an absolutely brilliant atmosphere to the game and are quite simply the best and most accurate I have ever heard on any footie game.

On the gameplay front, *Emlyn* is totally fab. Just about every type of pass, kick, tackle and head can be acheived with a bit of effort. It's not just the huge range of moves that makes the game a .iit but because it actually plays pretty much like a game of football should. Attacking involves keeping the ball moving, dribbling, passing and ultimately a good shot. Defending similarly can involve tackling, intercepting or even fouling. Although there are a hell of a lot of skills to master, all of them are accesible from the joystick. It takes a fair chunk of practice to get the hang of even the basic stuff like passing accurately but it's well worth the perseverance. In this respect the game bears comparison with a simulation. Actually managing to score a goal is infinitely more satisfying than in some games, as it takes a lot more thought and skillful action.

The graphics are pretty excellent as well. The figures, particularly the goalies, are big and well animated. The scrolling is smooth and the crowd is good and bouncily crowd-like, if you know what I mean.

It's not perfect, however, and a couple of tiny niggles let the game down. When a player is tapping the ball forward, for example, it's possible to lose the ball to a player who suddenly appears on the screen. A *Kick Off* style radar jobbie would've helped prevent this, but you can't have everything I suppose. Again, it's sometimes possible for one of your own players to 'assist' by taking the ball off you for absolutely no reason whatsoever. This slows down any particular move, either defensive or attacking, and is a pain rather than a positive fault.

All in all, football fans looking for an accurate arcadey football game could do a lot worse. *Emlyn* is absolutely brilliant – there's no mistake about it. It just falls short of the ZERO HERO because of the little niggles, but don't let that dissuade you from buying it. As a 'proper' game of footie, it's probably the best around.

HASSLE FACTOR: 0
The menus are a bit daunting at first.

THE VERDICT

G GRAPHICS	88
S SOUND	94
A ADDICTIVENESS	88
E EXECUTION	92

• 20 • 40 • 60 • 80 • 100

A totally excellent and accurate translation of football onto a computer. A fine start for Audiogenic in the 1990s.

89

WILSON OF THE WOVERS



Saint: "Well what d'you think Greavsie. Wilson way out in front and what happens?"



Greavsie: "He loses it to Lopez. Typical. Not surprising really, that Lopez is a very big bloke."

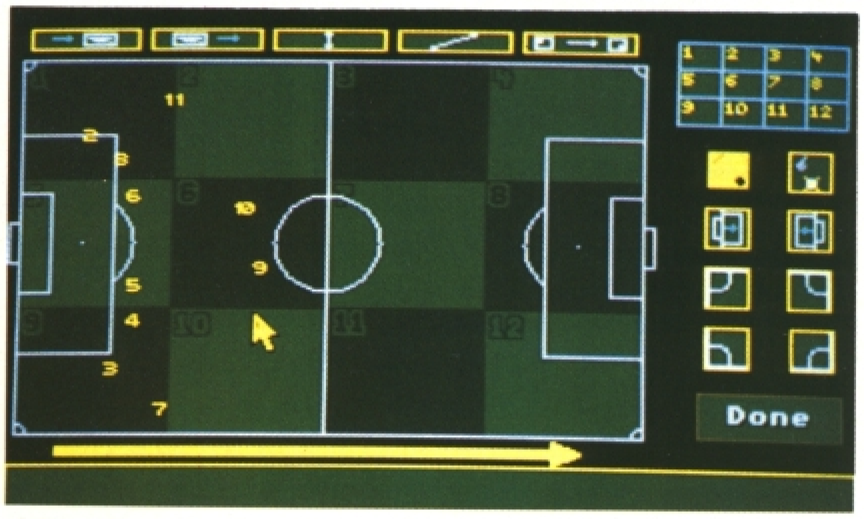


Saint: "Lopez then makes an excellent run and the ball's in the net!" Greavsie: "Well... fancy a pint?"

PLAYER MANAGER



***Paul Lakin* had this little problem with *Kick Off*. He was crap at it. Even the office cat beat him 3-0. Giving him a sporting chance to redeem his honour, we locked him in overnight for a heavy sesh with Anco's new *Player Manager*...**



The tactics sreen showing Paul's controversial nine man defence.

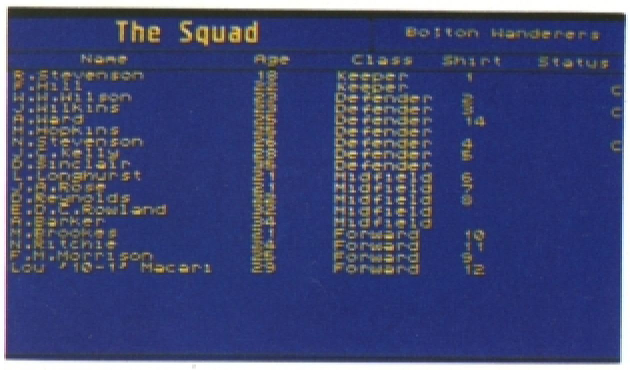
In the beginning there was *Kick Off*. And lo! The world was mightily impressed and showered awards on the programmer, Dino Dini. Then there came *Extra Time*; and the world said "Hmm, that's pretty good too." On the seventh day Dino decided it was about time he did another program and, after considering doing a 129 level advanced flight sim graphic adventure, decided he'd make it a footie game.

Player Manager sets you up as the, erm... player manager of a third division club. After a glory filled international career, you're being put out to grass. Now you must use your skills on and off the field to drag Accrington Stanley into the bright lights and big gates of the first division. Failing that there's always the FA Cup and failing that... well, there's always the fourth division.

After choosing the name of your team and whether to play as a team or an individual, it's time to tighten your shin pads and let battle commence...

THE SQUAD

These are the boys who on the day have everything to play for. The squad screen shows players' names, positions (goal, defence, midfield, forward) and also useful nuggets of information like if they've been banned, injured or have appeared on *Top Of The Pops* in a Concept Man jumper.

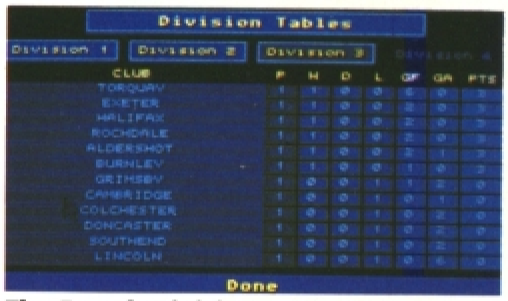


The football team or, in this case, Bolton.

By clicking on a player you get more info about his career, ability and state of mind. You'll be able to assess a player's aggression, pace and morale as well as checking more specific skills like tackling, shooting and passing.

If you don't like what you see in this section then you can choose to boot a player onto the transfer market – or even just sell him as dog food. *(That's race horses. Ed.)*

THE LEAGUE



The Fourth Division... er table. Nice to see Cambridge United still there.

As well as fixtures and results, this section shows your league position and so can make for depressing reading. Ah well, if you're not doing too well in the league it's probably because you're concentrating on your cup run.

THE CUP

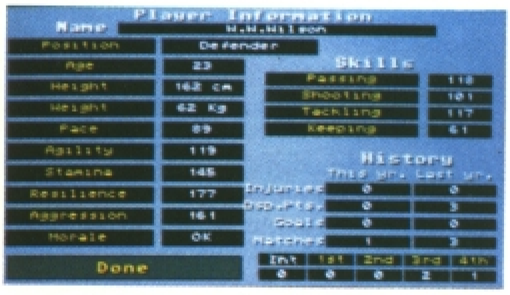
Oh, the magic of the cup. The romance of your position as potential giant killers. Imagine the excitement as you line up against Liverpool in the finals. Better still, imagine how you're going to explain to the directors that you were knocked out in the first round by Rotherham.

THE CLUB

As well as containing the club's financial details, this section is where you read the dreaded management assessment. The Board of Directors take a lot of pleasing. They want blood and if you're not careful they'll have yours. This is also the place where the club records are kept (Including a rather prized copy of the *White Horses* theme tune) so you can spend a mellow moment musing on past glories. Alternatively you can offer your resignation and go down the pub with the lads.

THE COACH

Okay, okay, let's get all those old National Express jokes out of our systems straight away. This is coach as in Don 'Negative' Howe not as in four



Wilson is an all rounder, equally inept at a range of footballing skills.

wheeled form of public transport. Here is your chance to assess team morale, give the players a break or better still a bit of extra training. (Heh heh heh.)

It's also possible to retrain players to play in different positions and even discover their hidden potential. Perhaps the reason that your goalie was so dismal was because secretly, in his heart of hearts, he's been a centre forward all along. Then again may be he's just crap.

TRANSFERS

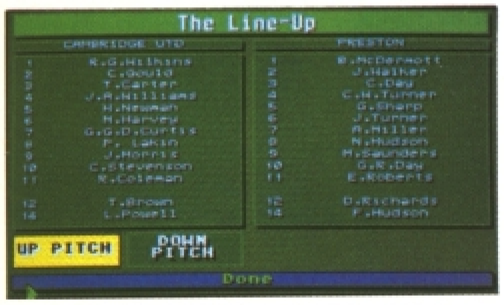
Basically a form of window shopping, this is where you dream about the sort of team you'd have if only you had any money. By selecting a position (goalkeeper for example) and price range you can see what's on offer. If a player takes your fancy (lovie) then you can put in a bid and have a bit of a haggle. Spend £500,000 on a player, then realise he knows as much about scoring as he does about Macrame.

TACTICS

The tactics section is where you get to develop set pieces and exciting new formations. You're presented with a 'map' of the pitch with numbers representing the players. You can either load an old strategy and refine it or start a brand new one.

As well as set pieces and the like, this is also your chance to develop an imaginative alternative to the boring old 4-2-4 or 4-4-2 formations. Try lining the entire team up along the goal line and hope you can score on the break. It won't work but it'll probably guarantee you a job with Arsenal next season.

MATCH DAY



The big day for Lakin and veteran No.9 Johnny Morris.

By now you've probably had enough of icon clicking so hurry your way through the team selection and you'll be ready for the kick off. *(Ho ho. Very punny. Ed.)*

There are three ways of getting through the big day. If you can't bear the tension of playing a match, you can either go straight to the result or watch it at high speed. If you choose to play then you'll find yourself in a refined version of *Kick Off*. One important refinement is that the screen now displays the name of the player on the ball. This way you can identify the good, the bad and the ungainly in your team.

The proper way to play the match is to allow the computer to control your team while you just control your own player. However, if you fancy yourself as a bit of a *Kick Off* star (like a few people in this office) then you can control the whole team. This method also saves you the embarrassing spectacle of the player manager puffing and panting round the pitch three paces behind the action.

Whichever method you choose, remember, it's a game of two halves but on the day the team which scores most goals... wins.

WHAT'S WHAT

TITLE	Player Manager
PUBLISHER	Anco
PRICE	£19.95
FORMAT	ST/Amiga
RELEASED	Out now

Paul: Oh! Give me the drizzle of a cold Saturday afternoon, the roar of the crowd and the dull thud of boot on pig skin! Failing that give me *Kick Off*. Or in this case, *Player Manager*.

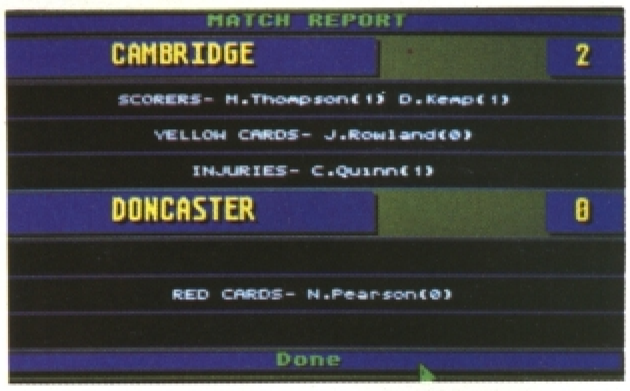
At first glance *PM* seems to be a bit of a goody. Alright, so it takes ages to load (I got through three levels of *Cabal* while I was waiting... honest) but once it's up and running it was fairly gripping stuff. The range of sections and decisions was matched by the simplicity of the gameplay. This was fortunate, seeing as the instuction book ranged from vague to downright misleading.

I suppose if *Kick Off* had a fault – perish the thought – it was that it wasn't very interesting graphically. *Player Manager* takes this fault and trebles it. Frankly I've seen livelier graphics in a text adventure. The list of players also lacks something in the imagination department. I seemed to spend most of my time fielding teams of brothers, with two Bells, two Aldcocks and a couple of Fairweathers. It's extremely like Noah's bleedin' Ark.

Perhaps you shouldn't expect great graphics from a strategy section – provided that it's genuine strategy that influences the course of the game. To test this, I tried a couple of Duncan-esque experiments. For a crunch match against Preston, I put my goal keeper at centre forward, my reserve keeper on the wing, the centre forward in goal... well I think you get the idea. The result was one of my finest victories of the season, comparable with the time when I played a 9-0-1 formation and won four nil. All this made rather a nonsense of the tactics and training sections.

Perhaps the most disturbing feature though, is that *Player Manager* contains more bugs than Baldrick's mattress. During six hours of play, it crashed three times and locked up twice. (The game not the mattress.) Far more seriously, it wouldn't let me pick any substitutes for one match and it was my turn to be sub. I had to be led from the room weeping "It's not fair, I want to play!"

Player Manager is a highly addictive game with loads of potential. Unfortunately it also has a couple of fairly major flaws that stand between it and *Kick Off* type greatness.



Cup glory beckons and Cambridge United's attendance soars to 35.

HASSLE FACTOR: 4
Too long loading, too much crashing.

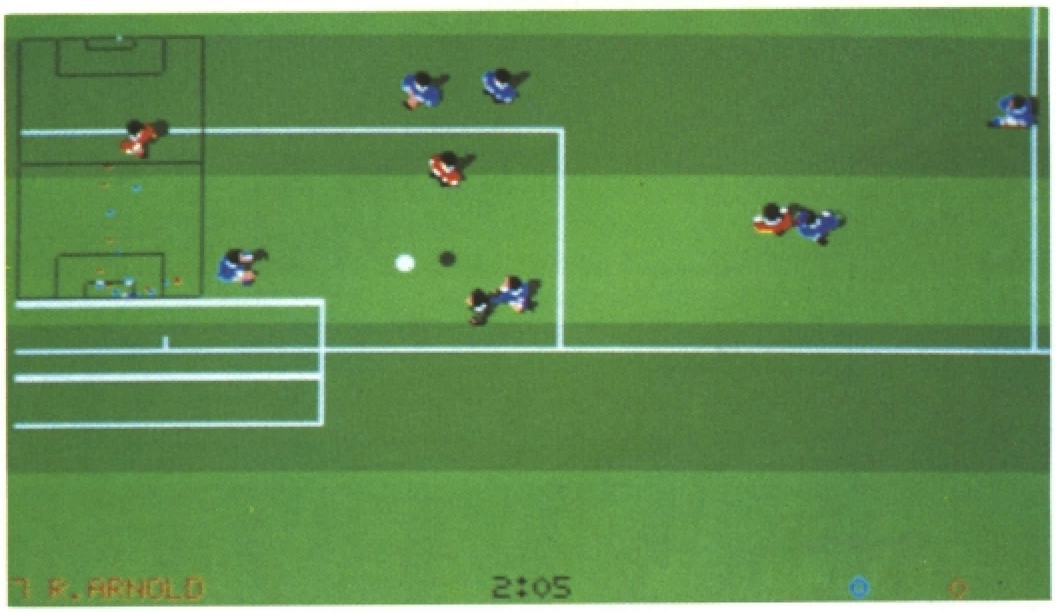
THE VERDICT

G	GRAPHICS	68
S	SOUND	75
A	ADDICTIVENESS	85
E	EXECUTION	78

• 20 • 40 • 60 • 80 • 100

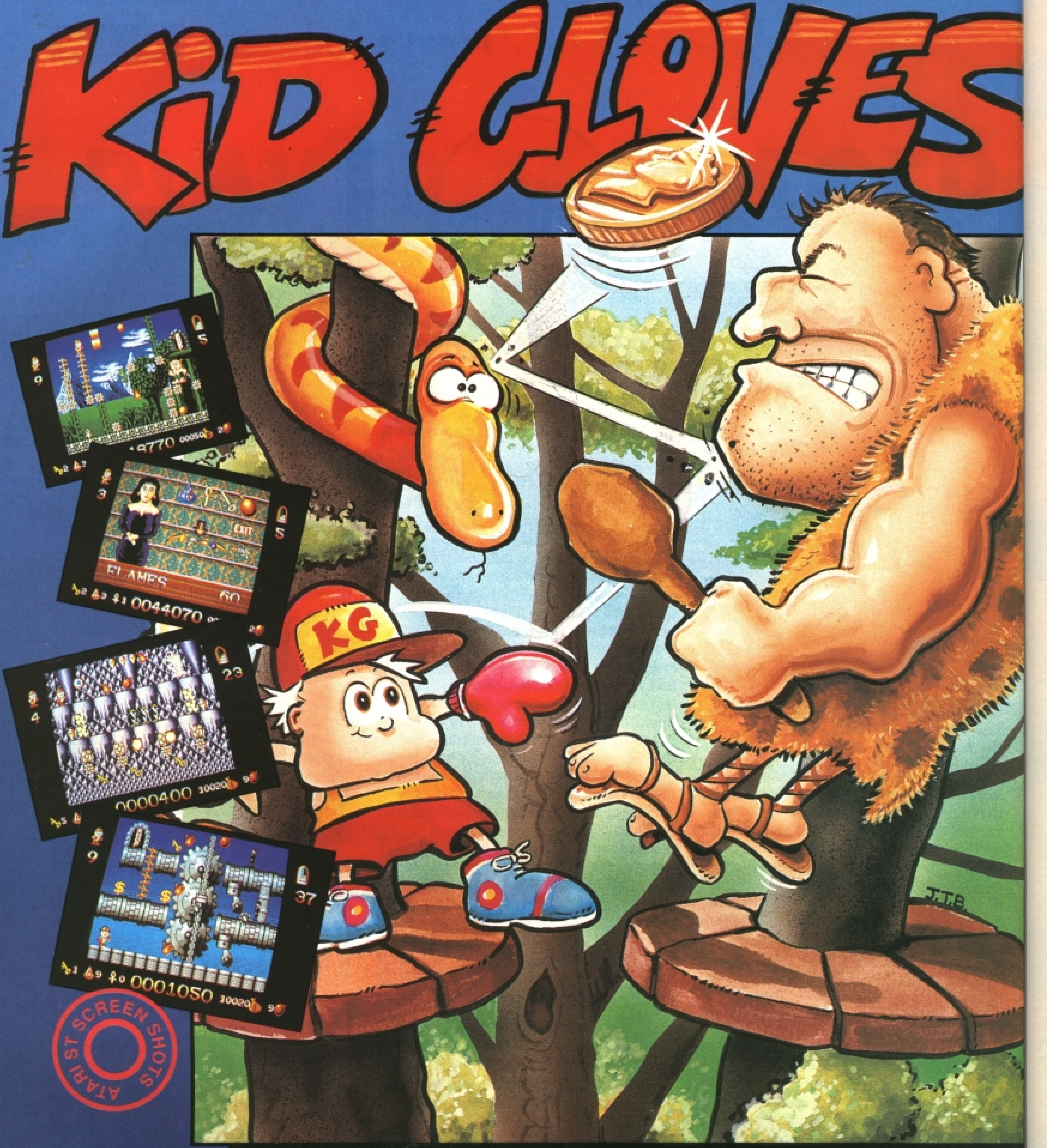
Playable but seriously flawed when compared with *Kick Off*. A bit of a disappointment.

79



A bad moment to discover that you forgot to pick a goalkeeper.

STOP



Somewhere deep in the heart of the Amazonian jungle there beats a drum. Softly at first and then louder, the insistent beating awakens our hero, Kid, from a deep sleep. Last thing he can remember he was pulling on an old pair of boxing gloves he'd found in his uncle's study... now, here he is, surrounded by trees and shrieking parrots. There's something weird going on round here.

Confused and uncertain, Kid's troubles are just beginning - he's yet to visit strange scenes in the Ice Age, the pyramids of Egypt, the psychedelic West Coast of the 60's and more - but he's still wearing the gloves and with your help he may yet find his way back home !

- Five levels of play
- Collectables on every screen, including food, cash, keys, extra lives and smartbombs
- 4 different weapons to buy as you can afford them, including mega laser and the death star
- Six unique magic spells - use with care!
- Sampled sounds, great graphics and frantic gameplay

FREE POSTER INCLUDED

AVAILABLE FOR ATARI ST AND COMMODORE AMIGA. PRICE £24.99

LOGOTRON ENTERTAINMENT, CHANCERY HOUSE,
107 ST PAULS RD, ISLINGTON, LONDON. N1 2NA

Light Years Ahead

MILLENNIUM

MANCHESTER UNITED





These are the Red Devils (but they don't appear together like this in the game).

Here we go (here we go, here we go) with another of the many football games you can expect to see this year. Why has every one gone football crazy? Well, it's World Cup year innit! Here's the latest, it's the officially licensed *Manchester United* game from Krisalis. We briefed *David Wilson* to see what he could 'score' for us on the 'Red Devils'.

As you saw in last month's preview, *Manchester United* is Krysalis' first venture into the 'funny old game' of football. Footie games are very big business and in the past have come in one of two formats. There's been the arcade game á la Anco's *Kick Off* and *Match Day 2*, and the management type game such as the seminal *Football Manager* and Anco's new title *Player Manager* (reviewed on page 40 in this very ish.) Now things are changing, with two attempts being made to combine elements of both, *Emlyn's Hughes International Soccer* from Audiogenic, and Krysalis' *Manchester United*.

"Why Man United?' I hear you ask, "What with them being so ... er... crap at the moment!?" Well, there are two reasons: firstly, Manchester United are reputed to have the largest following of any English club. After the Munich tragedy, when most of Man Utd's '57/58 season first team were killed in an air crash, the British public took the team to their hearts. When Matt Busby took a team consisting largely of unproven youngsters through to the 1958 FA Cup final something completely new came about. Until this time, the 'done thing' was to support your 'home side'. (If you lived in Newcastle you supported Newcastle United, if you lived in Cardiff you supported Cardiff City, and if you lived in Bolton you were very sad indeed). The emotion provoked by the Man Utd tragedy gained the team new supporters throughout the country and lead for the first time to people being fans of teams other than the 'home' side.

(*What about the second reason? Ed*). Er... Oh yes. The second reason was that when the licence was secured some six months ago, the Red Devils were actually doing very well (hem hem).

WHAT'S WHAT

TITLE	Manchester United
PUBLISHER	Krisalis
PRICE	ST £19.95 Amiga/PC £24.95
FORMAT	ST/Amiga/PC
RELEASED	Out now

David: Blimey! Er... my knowledge about football is about as comprehensive as Jan Leeming's ideas on the internal combustion engine. In fact, when the Ed told me to get the low down on the 'Red Devils', I'd already undergone six months of intensive training with the Royal Airforce parachute display team of the same name before I realised he was referring via popular moniker to Manchester United! You try telling a bristling Sergeant Major on a Hercules C-130 transport aircraft at 15,000 feet that it's all been a terrible mistake and could you possibly 'sit' this one out.

HASSLE FACTOR: 1
Two disks to swop, but you've got everything to play for.

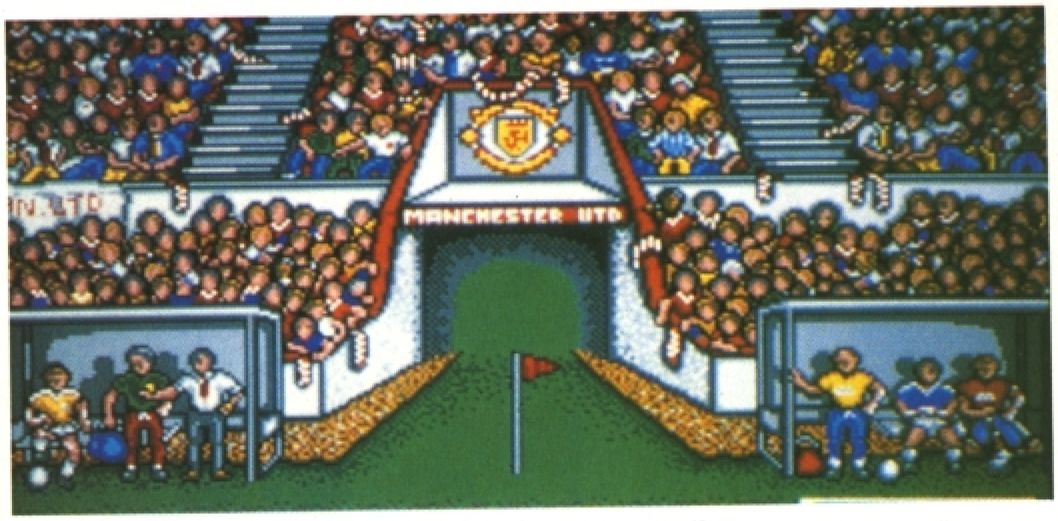
Anyway, safely back on Terra Firma, *Man United* is one of the most user friendly footie games I've ever seen. As well as providing the option of several different languages, you can even change the keyboard configuration to suit foreign keyboards. People who say things like 'Zut Alors' and 'Donner und Himmel' use different letters more commonly than we do. That's why the letters on their keyboards are laid out differently. (This is also why you'd be ill advised to take them on at *Scrabble*).



Throw-ins are computer controlled, you position the receiving player and the computer figures out where you are and throws the ball to your feet. How accomodating!

You can preset skill levels over each of the categories e.g. Midfield or Defence and (something new here) you can also alter the skill levels of your computerised

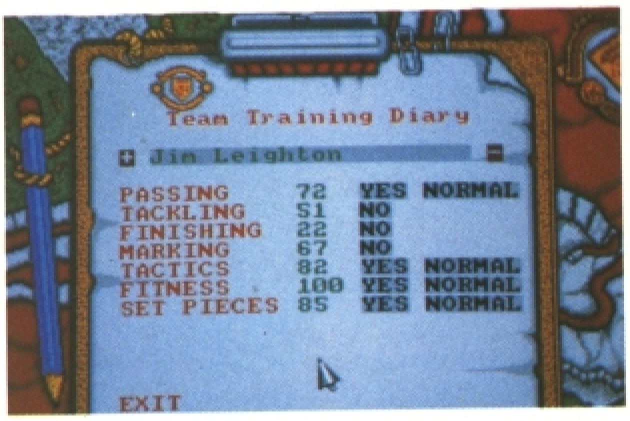




"I don't think Alex Ferguson's got a fat bottom at all."
"That's the other 'Fergie', you clot!"

opponents! Remember in the past how tough computerised opposition could be? Well, if you don't fancy your chances, here's an opportunity to make them really useless! Alternatively, if you're a bit of a genius (masochist) you can reduce your players skill level by 50%. This in effect cuts all your teams factors in half, i.e. they are half as fit, move half as slowly and are half as accurate at passing etc. Furthermore, you can opt to switch off the arcade bit, or switch off the strategy bit. And(!) if you don't want to physically play the arcade sequences, you can sit back and let the computer play for you based upon the variables that you've altered. (You could even go and make a cup of tea, and come back and take over from the computer half way through!)

The management game is the usual icon-driven affair, where you start with a certain amount of cash and the existing Man Utd. team (all represented quite nicely by digitised pics of the lads). Each match you play will bring in more cash,



Here's the clipboard on Jim Leighton showing all his requisite skills. You can improve these by training.

BLOOMIN' TEQUE! IT'S THE PROGRAMMERS!



The *Man United* (programming) team. On the left we have Teque's graphic artist, David Colledge, and on the right it's programmer Pete Harrap. Pete's credits include *Way Of The Tiger*, *Pacmania* and Amiga conversions of *Chase HQ*, and *Toobin'*. He is a Doncaster supporter. David's graphics have graced *Blasteroids* (ST and Amiga), *Xybots* (ST/Amiga/PC) and Grandslams new Sega conversion *Scramble Spirits*. He's a Sheffield Wednesday supporter (hem, hem).

and this can be used to buy and sell players from the transfer market as well as bidding for players not on the market and scouting for new talent. Each player has values for several factors including handling, tactics, positioning etc. and can be improved by training. They can also decrease with neglect! Training can be light, medium or heavy – the latter brings the best results but choose to train heavily in 'tackling' and you risk injuring players. You can also lose players through suspension!

Examine the league table and the computer will give you your fixture list, including the FA Cup games. Your progress is shown in the form of the headlines in the *Daily Sport* (No not that 'Sport' so don't expect to read the likes of "Man Utd Star Rogered My Hamster".) Here you'll see a synopsis on the state of play, as well as the league table top three.

Right, you've got your team, you've trained them to the peak of physical perfection (well, almost) and you're going into your first match. As you'll see from the screenshots, the game is viewed from the side-on, slightly above ground level, viewpoint and what a lot of detail there is here! Loads of K has been devoted to rendering the stadium, the crowd, even the ref and linesmen in loverly colourful detail! The player sprites are nicely detailed and gameplay is actually pretty fast. As is common in this type of game, the player you control is the one nearest the ball. If the opponent has the ball and you're speeding along at his heels, then by releasing the joystick, the computer will designate the next player for your control. Although there's no meter on screen, the power of the kick is determined by the length of time you hold down the fire button, and direction of kick by direction the joystick is pushed. If the ball passes a player at head height then



Clive Allen slips in number two during Spurs' 4-0 drubbing of United. Hurrah!



Gerrof! I never touched him, ref! This sort of behaviour could result in the fateful red or yellow card. Oh, and you'll also concede free kicks or penalties.

he'll head it to his feet, or if he's in the goal mouth, at the goal. Oh, and pressing fire when you challenge an opponent initiates a sliding tackle. Your goal keeper is computer-controlled during normal play (so train him well!), but for penalties you can opt to control him.

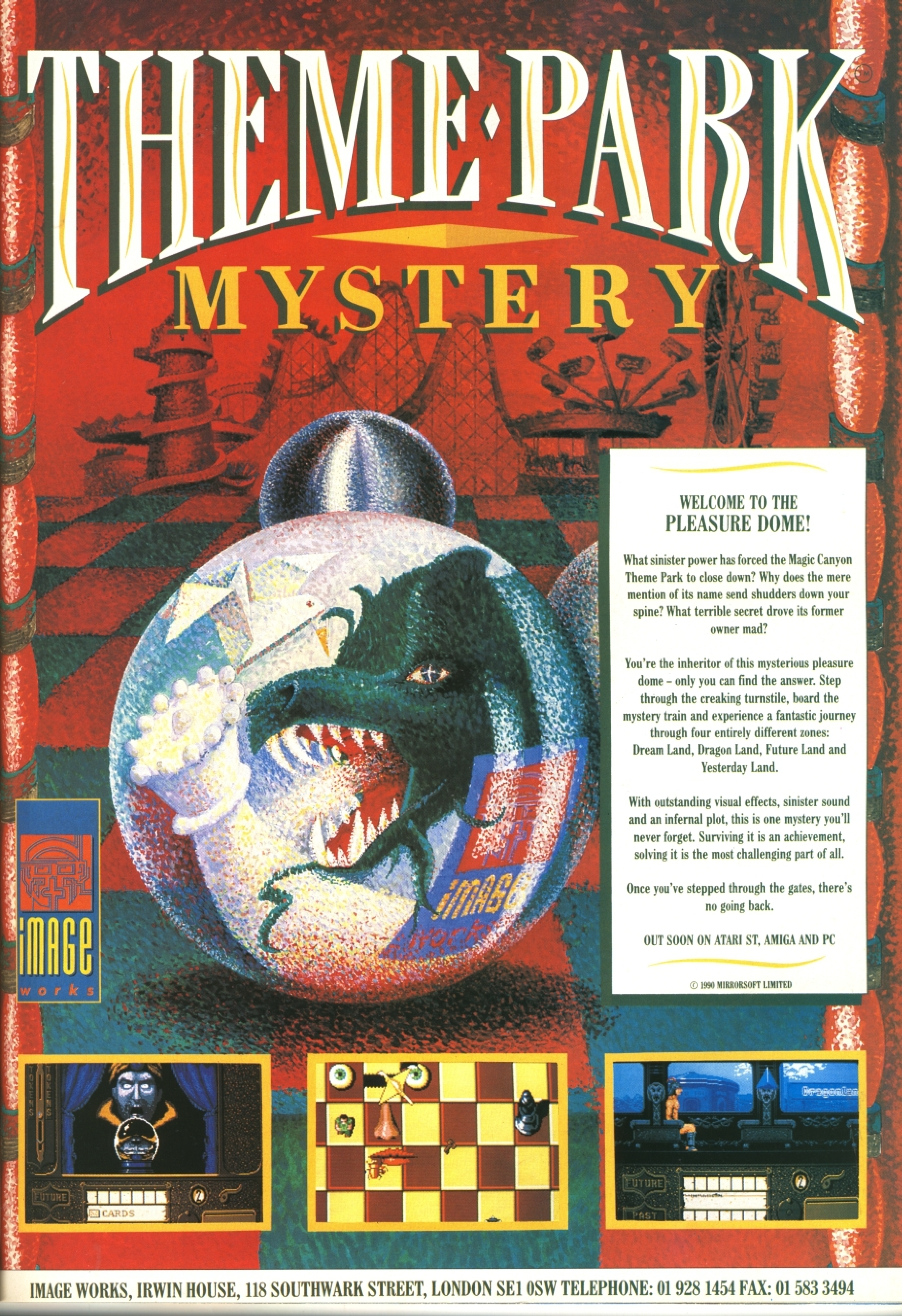
If you manage to score, then apart from the crowd giving a hearty cheer, you'll be treated to one of five digitised black and white goal scoring sequences (a bit like *Lost Patrol* but without the raw meat) and that's it really. If anyone out there is familiar with the formative *Match Day 2* from Ocean, the arcade footie game that set the standard for this type of game on 8-Bit machines, then *Man Utd*'s arcade section plays very much on a par with that (but without the two player bit). A huge football management game with a rather slick arcade game to boot. (Geddit?) STOP

THE VERDICT

G GRAPHICS 88
S SOUND 75
A ADDICTIVENESS 86
E EXECUTION 88
20 40 60 80 100

A huge footie game combining arcade action and management strategy. A wizard performance from the nimble fingered Teque team.

88


THEME·PARK
MYSTERY
WELCOME TO THE
PLEASURE DOME!
What sinister power has forced the Magic Canyon Theme Park to close down? Why does the mere mention of its name send shudders down your spine? What terrible secret drove its former owner mad?
You're the inheritor of this mysterious pleasure dome – only you can find the answer. Step through the creaking turnstile, board the mystery train and experience a fantastic journey through four entirely different zones: Dream Land, Dragon Land, Future Land and Yesterday Land.
With outstanding visual effects, sinister sound and an infernal plot, this is one mystery you'll never forget. Surviving it is an achievement, solving it is the most challenging part of all.
Once you've stepped through the gates, there's no going back.
OUT SOON ON ATARI ST, AMIGA AND PC
© 1990 MIRRORSOFT LIMITED
image works
TOKENS
FUTURE
CARDS
PAST
IMAGE WORKS, IRWIN HOUSE, 118 SOUTHWARK STREET, LONDON SE1 0SW TELEPHONE: 01 928 1454 FAX: 01 583 3494

THE HITS POP SHOP

Picture the scene. There you are wandering into your local corner shop of an afternoon, looking out for a few bits of Pulitzer Prize-winning material to cast your eyes over. And you can't find anything you like, and so you've had a wasted trip, got your tootsies a bit on the chilly side AND missed that brillo black and white movie on the box. What YOU need is a chance to shop from your armchair. And, fellow music-manics, here it is!

HOW YOU CAN ORDER
Simply make your selection and then fill in the relevant bits in the coupon below. Tot up how much it's all going to cost, add a £1 to cover p&p (prices include any VAT) and send a cheque or postal order for the whole amount off to:

THE HITS POP SHOP,
PO Box 320,
London N21 2NB.

Please allow 28 days for delivery!

THE HITS POP SHOP

MJ9 ❑ MEGAHERO (£1.50)
MJ10 ❑ MAKIN MOVIES (£1.50)
MJ15 ❑ MOONWALK (£1.60)
H10 ❑ WHOLE STORY (£2.50)
SB63 ❑ MANIAXE 1 (£1.50)
SB65 ❑ MANIAXE 2 (£1.50)
SB80 ❑ MANIAXE 3 (£1.50)
MX4 ❑ MANIAXE 4 (£1.50)
GR6 ❑ GUNS N ROSES (£1.50)
H14 ❑ IN PRINCE (£1.50)
PR3 ❑ PRINCE POSTER (£2.99)
H13 ❑ DOWNTOWN BOBBY BROWN (£1.50)
BB1 ❑ BOBBY PIX (£3.25)
PA2 ❑ PAULA ABDUL (£1.60)

No of items ordered...........

Name.......................................

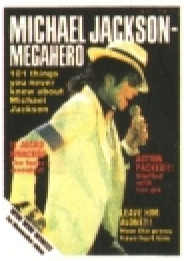
Address...................................

....

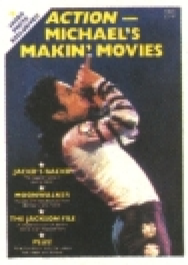
....

Postcode..................................

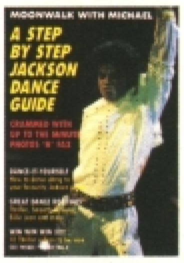
I enclose a cheque/PO for £.........
(including £1 to cover p&p.



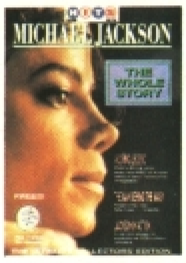
MICHAEL JACKSON - MEGAHERO
101 things you never knew about Jacko, all for only £1.50!



ACTION - MICHAEL'S MAKIN' MOVIES
A tribute to Michael's Moonwalker movie- a must for fans! £1.50



MOONWALK WITH MICHAEL
Step-by-step instructions to dancing the MJ way. £1.60



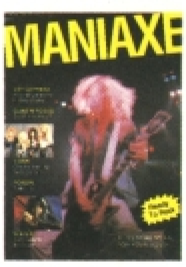
MICHAEL JACKSON THE WHOLE STORY
A stunning, 52 page, full colour magazine tracing Michael's rise to megastardom. £2.50.



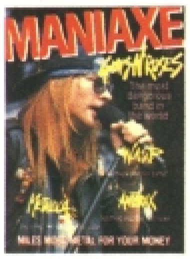
MANIAXE ISSUE 1
The hottest names in rock - including Iron Maiden, Kiss, Megadeth, Guns N Roses. £1.50



MANIAXE ISSUE 2
Starring the pretty boys of rock - Bon Jovi, Def Leppard, Europe and INXS. £1.50



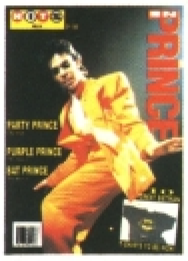
MANIAXE ISSUE 3
A host of metal heroes - and heroines! Read all about W.A.S.P., Vixen, Def Leppard, Guns N Roses and Poison. £1.50



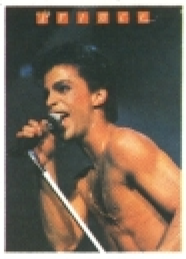
MANIAXE ISSUE 4
24 pages of red hot metal, featuring the Gunners, Anthrax, W.A.S.P. and Metallica. £1.50



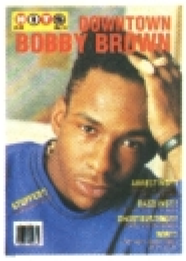
KUMIN UP GUNS N ROSES
A Maniaxe special, featuring THE extra special Guns N Roses. Not to be missed. £1.50



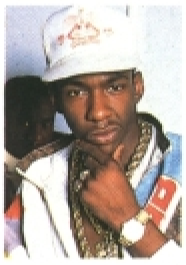
IN PRINCE
The mini marvel in 24 full colour pages, tracing the rise of his musical career. £1.50.



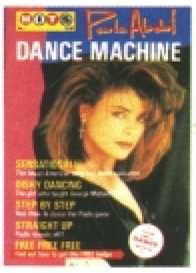
THE PRINCE POSTER
3' x 2' of full colour poster of the man who's gotham batdancin' in the aisles. £2.99



DOWNTOWN BOBBY BROWN
The hip, hop and happening soul king from the States - all you ever wanted to know! £1.50



BOBBY PIX
Five great 5" x 7" colour photos of the USA's dynamic dance machine in live action! £3.25



PAULA - DANCE MACHINE
Read how Paula choreographed her way into the pop history books! £1.60



FIENDISH FREDDY'S
BIG TOP O' FUN
Reasons
to be cheerful
Available for Amiga, ST,
IBM and compatibles,
Commodore 64,
Amstrad and Spectrum.
MINDSCAPE INC
Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW. Tel. (044 486) 545/547

KID GLOVES

Duncan MacDonald and *Paul Lakin* are a couple of idle beggars. While we serious, respectable journos were slaving away over red-hot word processors, they skived off to Cambridge. While there, they met a man in a pub who offered to show them his software. Ooo-er.



1967; All you need is love but a couple more smart bombs wouldn't go amiss.

Tim Closs is easily influenced by media stars. After seeing Macca's photo in issue one of ZERO, he went out and got his hair cut in the same style. Much like his hero, he soon realised this was a mistake and had to lock himself away for three months while he grew it out. To pass the time he wrote *Kid Gloves*, a fifty level platform game.

Actually that's a complete lie. *(I'd never have guessed. Ed.)* Well maybe not a complete lie; Tim does have a David McCandless haircut and *Kid Gloves* did take three or four months to develop. So the only lie was that Tim bought a copy of ZERO. Tim Closs has never bought a copy of ZERO. *(The clot. Ed.)*

For what it's worth, the plot of *Kid Gloves* is this. While going through your uncle's attic you find (along with his unrivalled collection of Swedish porn) a large pair of gloves which – of course – you put on. This is not a wise move as you are immediately transported back through time. And you spend the next fifty levels trying to get home before your Poll Tax Form arrives.

There are five different time zones to get through – Faraway Forest (well okay, that's not strictly speaking a time zone), Ancient Egypt, Ice Age, Industrial Revolution and, erm... West Coast 1967. A weird but imaginative choice of subjects for a weird but imaginative game.

Each era has a detailed backdrop as well as relevant monsters. 1967 is, to coin a phrase, 'a stunna'. As if bouncing Yogis weren't bad enough, action seems to take place across someone's Paisley tie, littered with hearts and Beatles drum kits. It ought to carry a warning for epileptics and faded hippies.

As you tootle around each level you can collect food, in the form of oranges and ice creams. *(There'll be upset tummies by bedtime. Ed.)* There's also money and keys scattered around, though true to platform game tradition they're never around when you need them. But in other ways this is a user friendly game. When you die you only go back to the beginning of a screen, not the beginning of the game. Better still, if you're in one of those "Oh dear, why didn't I pick up that key earlier on?" situations, you can hit the Backspace button, blip back a few screens and try again. As the prompt says: "Thank you Albert."

THE SHOP

Every now and then while dodging flames and some rather violent Brownies you come across a shop. Being a victim of eighties consumerism, you'll be unable to resist the temptation to go in and 'wack it on the plastic'.



1. *Magic:* In *Kid Gloves* magic is a funny thing, useful but random. Casting a spell might save you by turning flames into oranges or opening a door at a crucial moment. However, you can't choose which spell you're going to cast. What good are oranges when you're trying to open a door?
2. *Extra Lives:* Well an extra life is always useful, but these things don't come cheap. Far better to pick them up along the way.
3. *Keys:* Erm... ditto.
4. *Smart Bombs:* Where would you be without these little babies? They kill everything on screen and so are essential equipment for the embarrassingly inaccurate.
5. *Weapons:* Power costs, killing power more so. You pays your money you takes your choice... well, your laser actually.
6. *Token Floosey:* Don't get any big ideas, you'd barely be able to reach her ankles.

WHAT'S WHAT

TITLE	Kid Gloves
PUBLISHER	Logotron
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

Paul: If there's one thing I hate more than platform games, it's cutesy platform games. Babies in nappies fighting dwarves armed with candy... yeuch. This makes it rather difficult to explain why I think that *Kid Gloves* is on the fabbo side of brill.

Perhaps the best thing about the game is its look. The different time zones drip with imagination and humour. Most obviously striking is the psychedelic mayhem of the sixties screens but my personal fave is the industrial revolution section. Here pistons and cogs grind, spin and generally make life a misery – and a dangerous misery at that.

However, it takes more than one swallow to make a summer and more than a few backdrops to make a game. There are no swallows in *Kid Gloves* but a lot more than just backdrops. Each era has its own specific nasties as well as the regulars, making the screen full of action but not impossibly impassable.

HASSLE FACTOR: 2
I don't like flip screens.

But this is no time to hang around admiring the animation. Hesitate too long and a succession of large eyeballs start homing in on you; and they're not after a butterfly kiss either. In *Kid Gloves* looks can kill – unless you kill them first of course.

To destroy eyes, killer penguins and marauding mechanics, the Kid has a choice of weapons – provided he can afford them. For me though, the bouncing pennies that you start with are the best. Okay so they're cutsie but they're flippin' useful too because they bounce back off walls. Faced with a load of baddies, just keep firing. If you miss first time, you've always got a chance with the rebound. This is a very useful feature for those of us who are not so much crackshots as crapshots.

Although ammunition is unlimited, I did find the firing a bit inconsistant, like, erm... it occasionally stopped working at crucial moments. This was only for a heartbeat or two but that was plenty of time in which to be munched by a penguin. This is one of my few niggles with a game that in general plays well.

My only serious criticism of *Kid Gloves* is the fact that it uses flip screens. I seem to witter on about this in every second review but it's a pain when the action takes place on the edge of a screen. I could go on for hours about a problem I had in Ancient Egypt.

That apart, *Kid Gloves* is a sharply put together game. It's one of the few platform games that I've felt drawn back to play again and again and again and...*(Don't labour the point. Ed.)*

THE VERDICT

G	GRAPHICS	88
S	SOUND	80
A	ADDICTIVENESS	87
E	EXECUTION	84

Could give platform games a good name.

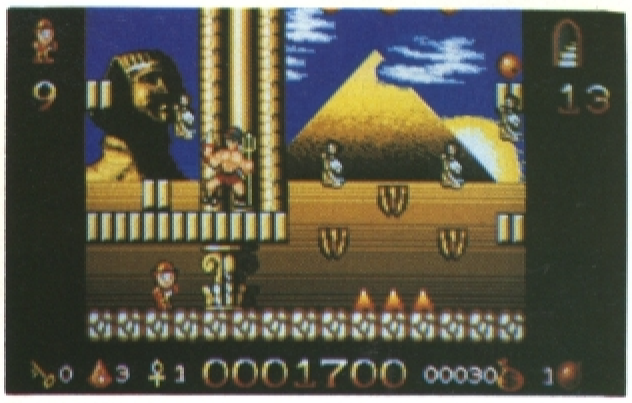
86

Dunc: This was an ideal game for me because my Uncle was an explorer and when I was in his attic I found this large stuffed anteater and...*(You know what happens to little boys who tell lies. Ed.)* *Kid Gloves*? Berlimey! They look more like boxing gloves to me and we all know why people wear those. I wore mine to play *Kid Gloves*. Perhaps that's why I never got very far.

HASSLE FACTOR: 0
No hassle but I would have liked a free pair of boxing gloves.

Once I took the gloves off, I got to see a bit more of the game and by gad it's a goody. The graphics are slick and colourful and as a special bonus for Amiga players it's got shadows too. On some screens they're cast by rocks and blocks and look a weeny bit silly but when it's *Kid Gloves* himself who's doing the casting then they're really rather good. The sound was biffo too, with crisp effects and the sort of music that goes with panto baddies.

The slick action and the spook screens make *Kid Gloves* a bit of a winner. In fact, I like it so much that when I've completed all fifty levels, I'm going to turn round and do the whole thing in reverse while wearing asbestos oven gloves.



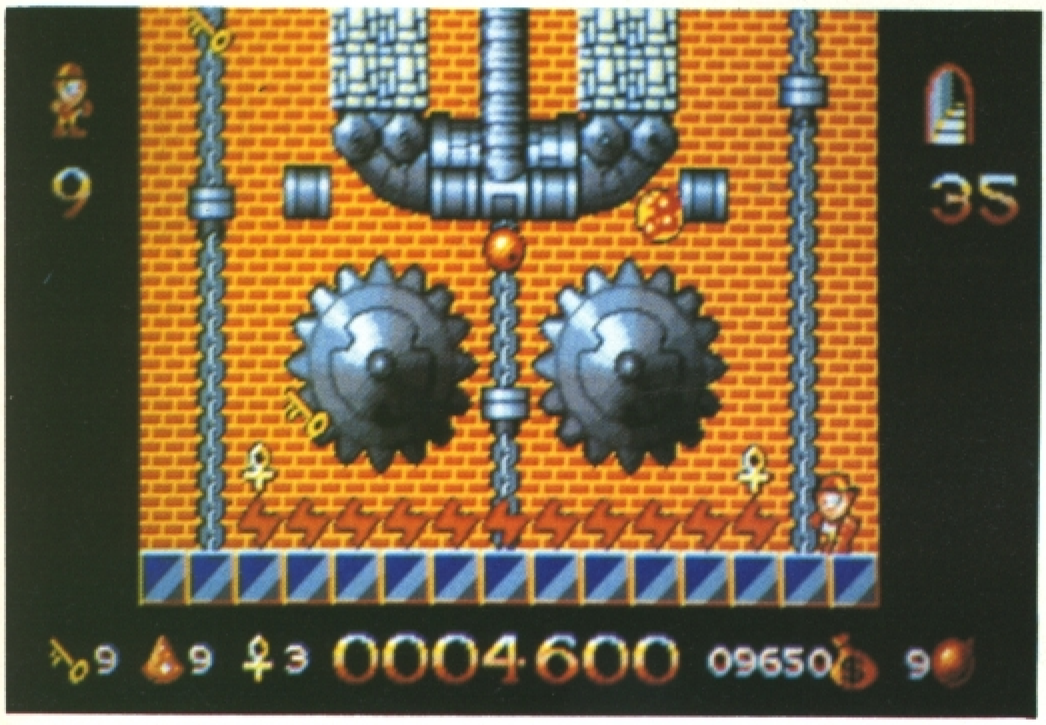
Egypt; Hmm... wonder what'll happen if I give this pillar a tiny shove.

THE VERDICT

G	GRAPHICS	87
S	SOUND	82
A	ADDICTIVENESS	84
E	EXECUTION	88

Clean cut, colourful fun for all the family. Well maybe not the parrot.

84



Industrial Rev; Aha, this seems to be an early prototype of the mechanical bra.

review

CABAL

The Easter bunny has come early this year. And this time round he ain't bringing choccy eggs. This is Psycho Rabbit: he's mean, he's meaty and he's carrying a grenade launcher...



Look, this is no time to make a pass you weirdo!

Cabal, noun, 'a secret plot, esp. a political one'. Kerblimey! So that's what it's all about! A political strategy game. And to think I took it for just another aim-your-gun-at-their-gonads arcade conversion.

Seeing as it's all about political intrigue, we asked Manuel Escudamento of Chile, a 'top political analyst', what he thought of the original coin-op. "Estupendisimo! Shootin' the opposition party was excellent trainin' for our electzione campaign. Especial' in two player mode. A thinkful strategy game." Erm... thankyou Manuel. I think we'd better check it out for ourselves.

After playing it for two pico-seconds, the bubble burst. Why didn't anyone tell us it was a blast 'em up along the lines of *Oppo Wolf*? Basically, your task is to shoot everything. Grunts, tanks, helicopters, buildings, gravestones (yep), red cross stretcher bearers, the lot. It's all very simple, even for a Chilean political analyst.

As you begin a stage, you snatch a sneak preview of the four main screens and the 'end-of-level nasty'. Then you plunge in at the deep end. Your character can only move left and right along the bottom of the screen, using the available cover for protection – until it's blown away of course. Moving the joy while holding the fire button moves the sights and fires at the same time, while yanking the wibble stick down sharply launches grenades.

The idea is not only to shoot everything that moves but also most of the scenery. This renders the opposition 'sitting ducks' and often drops goodies to your baseline. Yummy, a super-duper machine gun. Oooh look! Grenades! Just what the international arms dealer ordered.

In two player mode, the fun is doubled as it's a case of scrambling for the power-ups. Unfortunately co-operation is the name of the game, since you can't shoot your partner. Shame. ("Mierda!" Manuel.)

THE TARGETS



SOLDIERS Dumb. So dumb you wouldn't believe it. Oh, there's a machine gun, I think I'll stand up and get shot.

MARINES They wobble about like a stoned fast bowler and chuck stick grenades.

TANKS Dead annoying. Posy snipers may fancy shooting incoming shells.

TRUCKS Loads of points and don't shoot back!

HELICOPTERS Armed with machine guns that make yours look like a pea-shooter.

PLANES Drop three bombs which grow into sweet little silver birch trees. *(No they don't. Ed.)*

THE SITTING DUCKS (STRETCHER BEARERS) Shoot them, collect the oodles of grenade power-ups, face court-martial and die by firing squad.

WHAT'S WHAT

TITLE	Cabal
PUBLISHER	Ocean
PRICE	ST £19.99 Amiga £24.99
FORMAT	ST/Amiga
RELEASED	Out now

AMIGA

Tim: Underpants. Check. Combat fatigues. Check. Extremely large submachine gun to wave threateningly at people who don't understand plain English spoken in a raised voice. Check. Large bottle of nail varnish remover. Check. Brain. Check. On second thoughts, I might as well leave that in the jar.

You really can't get much simpler than *Cabal*. Shoot everything, don't get shot yourself. But there are two aspects of the game that make it a challenge. First of all, you have to work out what to shoot up to get power-ups and when is the best moment to do it. And secondly, the controls are, erm... bleedin' difficult to master, particularly when it comes to chucking grenades. There you are, mowing down grunts contentedly with your 9mm Uzi when all of a sudden one pops up in front of you. Quick, sights



Tim and Tim of "We've got a high velocity water-cooled machine gun and we're going to use it" rehearse their new dance routine.

down to blast him. Oh dear, there go my last two grenades. The problem is, you can't move your sights down and fire at the same time, because that's the mechanism for launching grenades. You get the hang of it eventually but on higher levels it can prove fatal.

To help you on your way is the enemy. Eh? Yep, you've got it. They're depressingly stupid. But it's not easy simply because there are so many of them. One slip of the joystick and all that aftershave you bought for the after-massacre party is history.

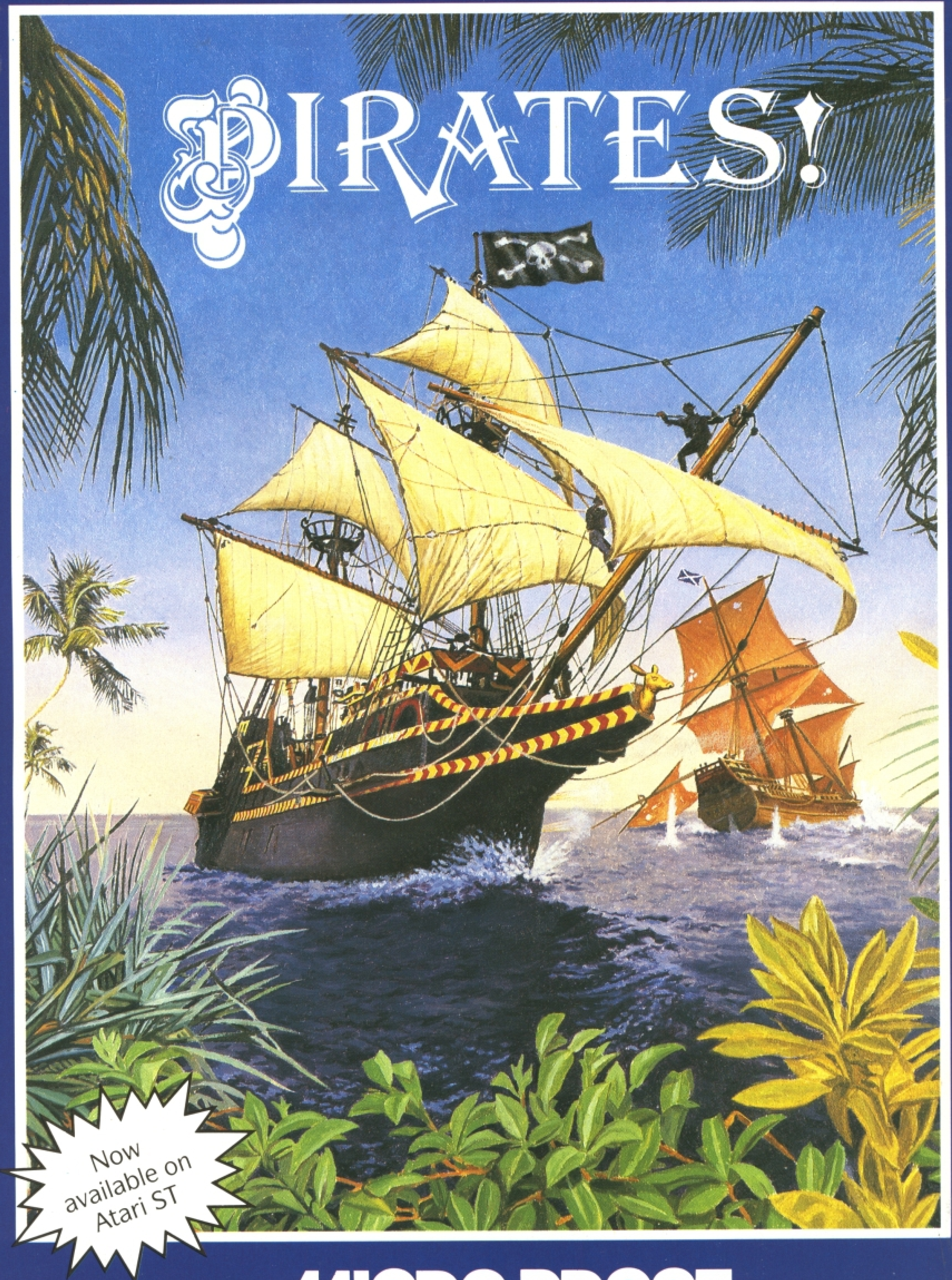
The graphics and sound aren't particularly inspiring but it hardly matters. You're not exactly wandering about looking at the daisies and listening to the sound of gentle, soothing distant gunfire. If you've homicidal tendencies and bought *Op Wolf*, *T'Bolt* et al then *Cabal* could well tickle your trigger finger.

HASSLE FACTOR: 0
No swapping, minimal accessing.

GRAPHICS 78 · ADDICTIVENESS 86 · SOUND 76 · EXECUTION 83 · OVERALL 82



WE'RE FIT, WE'RE ALIVE, BUT...
LOST
PATROL
WE'RE NOT BACK HOME
AMIGA
ocean
ATARI ST
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650


PIRATES!
Now available on Atari ST

LETTERS

The mailbag was absolutely stuffed full this month. In case you haven't cottoned on yet, this is the dead serious letters page where we discuss matters of international politics and why the perforations on loo rolls are so inconsistent. If you want to air your views in public, write to the Ed at the ZERO address and he'll use them to make origami mynah birds. Oh, and he might read them first.

PROBLEM CITY

First of all congratulations on a superb magazine and detailed content.

After reading the January issue and your excellent review of *Sim City*, I purchased a copy from a mail order firm. I agree with everything you said about the game. I find it very addictive indeed. I have only one problem after spending all day building a city. I go to save the city, bring down the file saving screen but after that I'm lost. The handbook gives a detailed picture for the PC version but not for the Amiga. I haven't had the Amiga long as I've changed up from a Commodore C64. I can manage to save games on other disks I've got but this game has baffled me.

I would be grateful if you could explain to me how you master this. I promise to buy your magazine for ever. Keep up the good work.

Simon Smith, Salisbury, Wilts.

No probs peeps. When the save city screen comes down, insert your blank formatted disk (which you prepare initially using the Amiga Workbench Disk). Click on its name when it appears in the 'Volume' box, then move your cursor down to 'File' and type in the city name under which you want to save the game. Then click 'OK' and Bob's your fourth cousin once removed due to an embarrassing personal problem. **Ed.**

MORE MIG MATTERS

I agree with the letter from Mike Lenkell of Taunton in the February issue. The review is wrong. In *Interceptor*, the MIGs don't just stay as dots on the horizon. I've had two MIGs sitting on my tail at about 200 yards or so away.

Even better, a MIG has done a low flight over an airfield and I shot it. It skidded to a halt (undercarriage still up) on the grass. I landed and parked my F18 right next to the MIG, revealing the pilot's head. The shape of the plane is rather like the F16 but with delta wings. So there.

Darren Bradnick, Walkern, Herts.

We held a seance to check up on this with Binky 'Angel Wings' Berkmann. His reply (delivered by means of scrabble tiles drawn at random from the box) was this: "Commie came down goofy, pulled a wobbly on the old terra firma and Bradders parked his kite next to the blighter. Could see the reds of his eyes. His name is Ivan 'Bear Chest' Rudenko, lives next door to me up here above and he's awfully squiffy about the whole affair. KGB not very amused either. Absolutely corking good show clipping Red Devil like that." **Ed.**

CONDOM CAPERS

I have a problem. I think my computer has caught a virus. Would you please tell me if I can catch it as it is very hard to play games with a condom stretched over your joystick. Also I noticed that you haven't reviewed the incredibly original game *Galax Ians* in which you play a spaceship that has to shoot other spaceships. The music is by the Spectrum Musicians and features real bleeps. Anyway, got to sign off now as my brother has just attacked my computer with a screwdriver.

Rory Cooper, Barnsley, West Yorks.

It's probably just another obscure tropical disease, don't worry about it. I've got several. But get this – a handy tip for Galax Ians: if you press 'CON DOM' (with space) while holding down the HELP key it gives you immunity. So much simpler than messing about with those fiddly rubber doobries. **Ed.**

BOORING LETTER

I have never felt the compulsion to write to a magazine specifically to praise it but I think you've excelled yourselves in producing the best product in a competitive market.

How do you do it? I buy *ACE* and *The One* every month and neither comes close in terms of entertainment or value. Humour is evident in every part of the mag. I'm well impressed and with regard to 'the idiom of boor' – it's well worf emulatin'. Bloody marvellous, keep up the good work.

P.S. I'm 22, articulate and graduate in June. Gissa job.

Jason Brookes, Lymm, Cheshire.

Loads of people seem to have written in praising 'the idiom of boor'. Funnily enough, most of the letters were too rude to print. Anyway, I'm sure you'll all be pleased to know that we're planning to get really vulgar as well as boorish as soon as we've completed the mail order course 'Journalism the Sun way. Worra stunna!'. **Ed.**

I'm afraid that we only employ people who can spell 'worth'. **Black Shape.**

Look, I'm the one who wears the 'Ed' badge round here, Shapie. **Ed.**

I hate it when you call me that. **Shapie.**

THE FLOWER ARRANGING BIT

Concerning your *Yikes!* interviews. What a load of rubbish. Imagine interviewing the likes of Jeremy Beadle, Bungle the Bear and Bob 'Bob' Holness in a computer magazine! I've never heard of such a thing. I suspect the closest Bungle's ever been to a computer was when he was doing the interview (ie. about 400 miles). What rot. I suggest you scrap the idea and swop it with something of more relevance like, say, 'flower arranging on a budget'. I myself have a great interest in computers and (like a lot of other readers) in flower arranging on a fixed income and would find such a section invaluable. If you can't do this, then for blimey's sake interview someone with a computer history. Like Thora Hird for example. It is well known that after a rousing chorus of 'Onward Christian Soldiers' there's nothing Thora likes more than a blast on her favourite shoot 'em up.

Yours Flippingly,

Justin Mason, Ryde, Isle Of Wight.

You must be clairvoyant – we're at present considering dropping game reviews in favour of a flower arranging section. Oh, and a bit of 'inside' information from ITV: watch out for Jem Beadle's wacky japes in the next series when he blows up Thora Hird's house to make way for a nuclear waste processing plant. **Ed.**

YOU'VE BEEN 'AD

I was just wondering why an ad for *The Lost Patrol* has been on the back cover for both issues 2 and 3? Are they paying a massive wad of dosh or what? Please change it for Rainbow Pyjamas or something interesting like a Fresian cow in the shape of a steak and kidney pie!

I've already got the game – a brillo one at that – so please get rid of the ad before someone else says "have you seen that ad for *Lost Patrol* yet?" Aaaargh!

Keith, West Yorkshire.

Crikey, you must be upset. Still, I'm glad you like the game, particularly since at the time of writing it's not due out for a month or so... **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE. Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.



TAKE THE PLUNGER!

COMPO

WIN! A SONY STACK STEREO SYSTEM, 20 COPIES OF *PIPE MANIA* AND A SINK PLUNGER!

WORTH £500!

"Blimey, it'll take more than a plunger to sort out this little lot madam. You've got a large stereo wedged in your U bend." Yes, to celebrate the mind bending U bends of *Pipe mania,* Empire is offering a Sony Stereo Stack complete with CD player, double cassette system and 50 watts per channel speakers. This little lot is worth a tidy 500 quid so you'd have to be pretty silly to flush it down the loo. However, if you win this compo you can do what you like with it, cos it'll be all yours. Plus the twenty runners up will each receive a copy of *Pipe mania* to play with. And there's a special prize for the person who sends in the answers first – a sink plunger!

ROYAL FLUSH

Ever wondered what type of water closet the Queen has in the Palace? Does she even go to the big white telephone we ask? Well now's your chance to have a look at the cartoons of four famous people's toilets and match them to the correct owner:

THE QUEEN
PAUL DANIELS
BET LYNCH
GORBACHEV

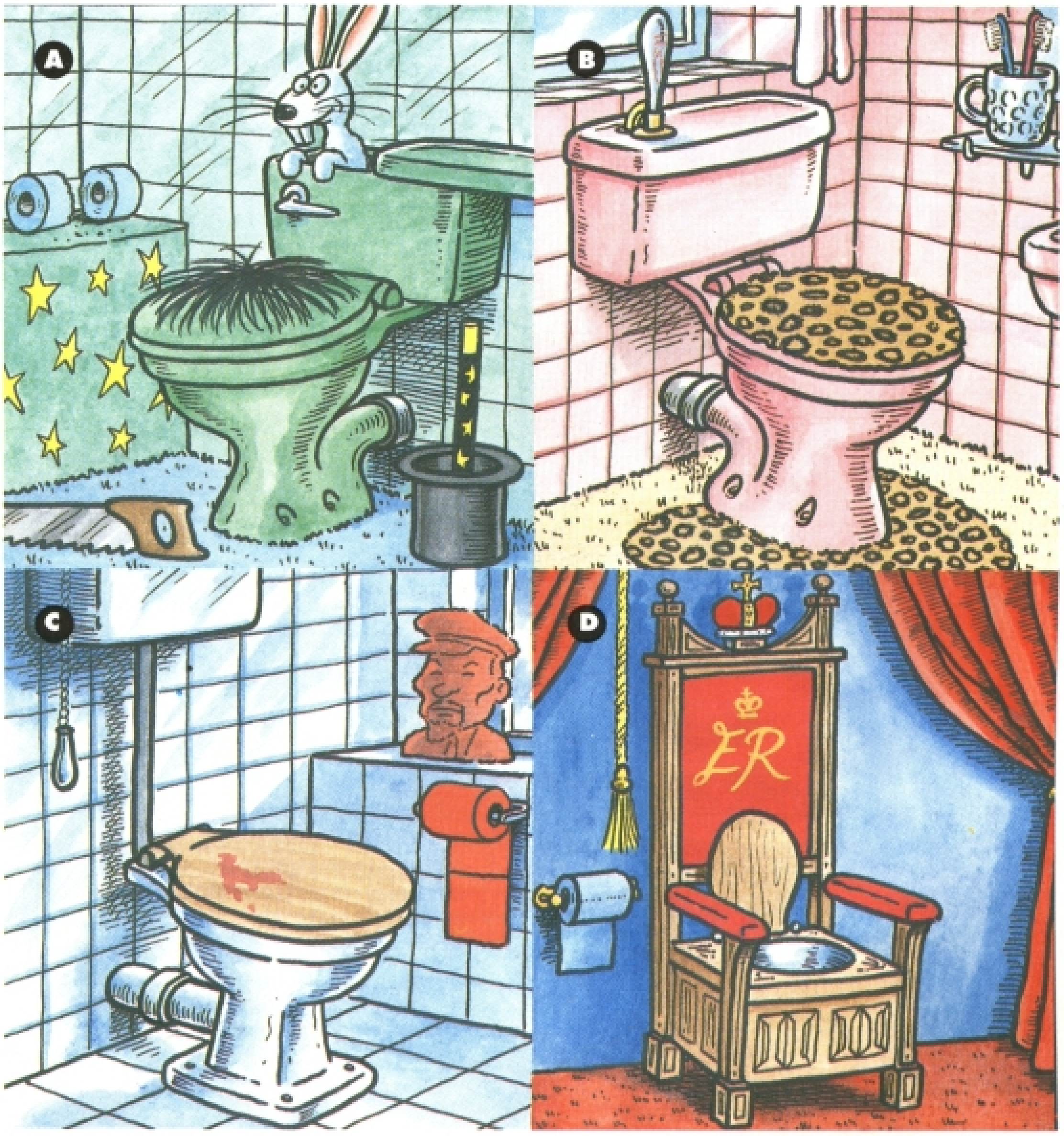
For example: if you think cartoon A is probably Gorby's convenience then write Gorbachev against A on the coupon. Don't forget to fill in your name and address too.

HOW TO ENTER

Cut the coupon out, or use a photocopy and send it to **I've Got An Air Bubble In My U Bend Compo, ZERO Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ.** And remember to get your entries in by April 3oth.

RULES

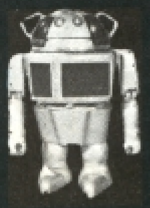
- Employees of Empire or Dennis Oneshots caught entering will have their ball cocks tweaked.
- Entries received after 30th April 1990 will be used as toilet paper.
- Don't mess with the Ed – bog off!



A ____________________ B ____________________
C ____________________ D ____________________

Name ____________________
Address ____________________
____
____________________ Post Code ____________________

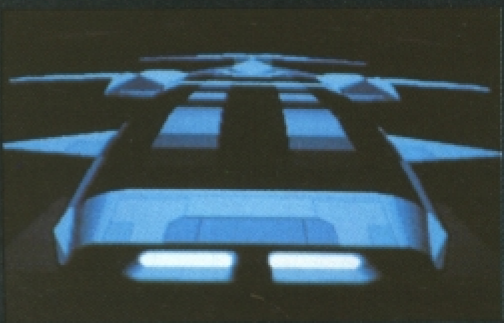
My Computer is an ST ☐ AMIGA ☐ PC ☐



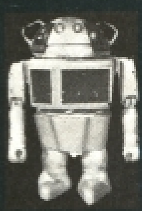
It's 3106 A.D. (of course) and the Earth is a charred, chewed up and spat out wreck. The surface is inhospitable and all the ragged remnants of mankind live in the underground (worshipping the great god, Mynda-de-Dors). The governments, whose wars caused the aforementioned chewing up and spitting action, have come together and built the Dome city, a breast-shaped icon of peace and motherhood. But, unfortunately, they used (uh-oh) cyborgs to construct the cities and these normally docile 'borgs have gone ape and killed their human foremen, demanding equality.

You play Stryx, stolid robotic figure of heroic dimensions, who has been sent in to wipe out the uppety cyborgs once and for all. The atmospheric front end sets the scene. A hover car bullets along a corridor, overhead lights slipping across the windscreen. We catch a brief glimpse of the driver, a stolid robotic figure, the lights flickering on his sunglasses. The car glides to a halt, pauses, then enters...The Domes. There are five Dome cities. You start in the centre dome which acts as the hub for the other four. From here, you must scour multiple levels and platforms and find entrances to the other four complexes.

Each dome is a huge flatplan of platforms, corridors and ladders, interlinked with tunnels, ante-rooms,



and elevators. And the whole place, every square inch, is chock-a-flippin-block with droids. Your adversaries vary in toughness. But size and colourfulness of a sprite is usually a good gauge of how tough their hides are. The bigger and more iridescent nasties were obviously meant to last, so the programmer made them murderously tough, whereas your squidgy scuttling boot-size aliens only take one good shot in the squealies to disintegrate. Passes are dotted here and there across the width of the central dome. These provide access to the other dome segments via a windspeed tunnel. Underneath the other cities are mining outposts which can be plundered for extra fuel, energy and gun power. Exploration and cartography are the keys to mastering this game. The levels are gigantic and sprawling, the tunnels are huge and complex, and the cities are even bigger.



STRYX

***David McCandless* crosses laser rifles with Robbie the Robot and learns that you should never trust a cyborg with an extremely large powerful laser rifle pointed at your head...**



▲ **Mirror, signal, manoeuvre – then blast 'em**

AMIGA

Macca: There's more to *Stryx* than meets the eye. What meets the eye in fact are lots of small, multi-coloured sprites, huge, rambling levels and an incessant continous, endless, perpetual outpouring of aliens, robots, security guns, assassins and cyborgs. And they all want to blow you off the planet. But behind all that arcade stuff is a meaty backdrop of strategy and puzzlings. A cunning combination of thought and reflex is needed to bypass most major conflicts, and the instructions mention a puzzle subgame, although I have yet to discover it. *(In other words you're a shandy drinker – Ed.)*

The graphics are great – but small. However, as we all know (and as my psycho-analyst will tell you) "size is not important" and no more so than in *Stryx*. Okay, so in a pint-glass of pixels most of the game's characters will only fill up 3 cc's, but they compensate by being exquisitely animated and brilliant to watch. Stryx himself tumbles through a whole dictionary of animated moves: flying kicks, sommersaults, falling, aiming his gun, crouching and riding a hoverbike. Loads.

The in-game sound is fairly basic and functional. The clickety-click of Stryx's footsteps, the bangety-bang of his gun, the rumbly-thundery of the explosions, the vroom-vroom of the hoverbike... *(Yes, we get the message – Ed.)*

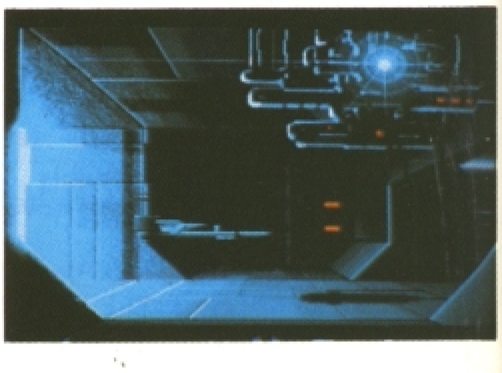
HASSLE FACTOR: 1
There's a long delay between levels while the disk drive chugs.

Game-play wise, *Stryx* plays very much like the old platform-and-ladders type scenarios – lots of trundling about, leaping gaps and dodging nasties. However, the weapons, the huge levels and the sub-games all make it more professional and playable.

The qualm I really have about the

WHAT'S WHAT

TITLE	Stryx
PUBLISHER	Psygnosis
PRICE	£19.95
FORMAT	ST/Amiga
RELEASED	Out now





gameplay is the toughness of Stryx himself. It all wouldn't be so bad if he was a bit of a poetry-writer and was shredded by the first shot from a robot's gun. Oh no. It's like a flippin' Stryx-in-the-Box! Another slight gripe I have is the lack of a 'save game' feature; the game is so immense it must be nearly impossible to complete it in one sitting. It can be pretty frustrating when you die and the old 'go back to the start' cliché rears its ugly head.

So there's a certain trail-and-error element to the game, as well as a certain arcade-action element and a certain arcade-adventure element, alongside a certain fire-button-pressing element too. In fact you could probably affix several labels onto *Stryx* – without being cynical – but the one that sticks the best is 'Real Good Fun'. STOP



▲ **Alas poor Yorick... er... I knew him... er... oh well bang goes the R.S.C audition.**

THE VERDICT

G	GRAPHICS	92
S	SOUND	85
A	ADDICTIVENESS	82
E	EXECUTION	80

• 20 • 40 • 60 • 80 • 100

Eye-achingly colourful, bed-wettingly exciting, horse-ridingly difficult – *Stryx* is all these and addictive to boot

87

THE HERO



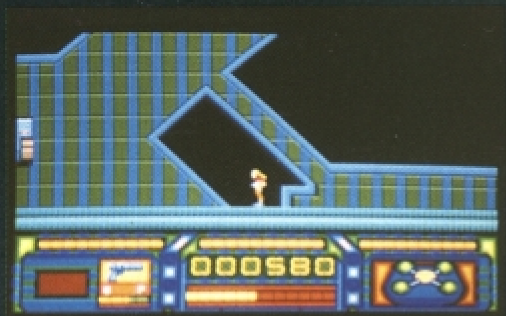
If you have any ideas of going boldly where no cyborg has gone before then it's these scrolling maze-like tunnels you'll have to traverse. Swarms of swooping spiralling creatures and machine guns make the screen throb with movement.



Here's a relatively placid looking screen. But venture forward a few steps and about seven guns, fourteen robots, eight assassins and Robbie The Soddin' Robot will appear and shoot seventeen shades of you-know-what out of you.

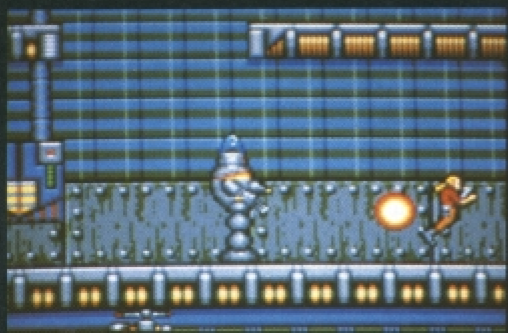


If the sheer size of the tidal wave of nasties frightens you then you're probably a bit of a coward. However, the odd collectable weapon can be found in certain cul-de-sac's and dead ends. Rotating grenades, hunter-seeker missiles and so on.



As well as all the aesthetic dangers the Dome cities have strangely electrified floors. Why? Do the creators want to fry their new residents? Contact with these results in severe energy drain. Bound over them kangaroo style to lessen the damage.

THE ENEMY



ROBBY
Abducted forcefully from *The Forbidden Planet* where he was quite a friendly chap, Robbie is quite tall, has funny bobbily joints on his legs and a glass head with a cash register inside. In this gameRobby (supposedly representing Ariel from 'The Tempest') has turned vicious and now fires funny green laser bombs at you.



FLOATING CANNONS
These are mega-annoying. Once they catch sight of you they latch on to your trail and persistently chase you lamb-like around the level. Unlike lambs of course, there's no playful hooking of one of these guns into your wellies. Only a few blasts on the old pump-action will stop these in their tracks.



SECURITY GUN
These sly little weapons are concealed in panels behind walls and pop out when you approach. Ducking is a good tactic to avoid the ensuing laser-bolt but fleeing in another direction won't save you. These muthas can fire everywhere, including up and down.



ASSASSINS
Loitering in one place for an overly long amount of time causes a red-suited assassin to materialise in your environs. These meancing little gits have also been taking lessons from the Sheep Industry and tenaciously follow you around like one of Mary's best.

VIDEO FRAME GRABBER

VIDI ENABLES YOU TO . . .

- Have perfect freeze frame from any video.
- Incorporate real life objects into your favourite design.
- Grab real time 3-D images from TV.
- Enhance your graphics creativity.
- Capture and store action sequences.
- Desk top video.
- D.T.P. (Desk Top Publishing).

VIDI Amiga Image





Available from all good computer shops.

VIDI-ST/AMIGA



VIDI ST Image

VIDI FEATURES . . .

- Take snapshots in 16 shades live from video.
- Multiple frame store (will utilise all available memory).
- Dynamic cut and paste.
- Full palette control.
- Hardware and software control of brightness and contrast.
- Compatible with all video standards (colour, black and white, VHS, Beta, PAL, NTSC etc.)
- Upgradable to full colour with additional 'VIDICHROME' pack.

£19.95 inc VAT

AVAILABLE FROM ONLY **£99-95**

PAL VERSION £114.95 inc VAT

ROMBO Limited

Rombo Ltd., 6 Fairbairn Road, 0506 414631

ZERO BOOTIFUL BOOTY!



Recommended by Bernard Matthews*
***well one of them is anyway!**

ZERO SWAG BAG £8.95

Keep all your personal items safe and sound in the ZERO swag bag. Emblazoned with a tasteful ZERO graphic, it's tough, strong and very, very long, made from durable black canvas with a super strong poly-nylon drawstring.





ZERO T-SHIRT £6.99

Clock this! This well wicked ZERO T-shirt, made in 100 per cent cotton, is just the thing to brighten up your spring wardrobe. It sports the colourful ZERO logo on the front and a tasteful ZERO stopwatch on the back. What's more it comes in three sizes – medium, large and extra large.

ZERO HERO T-SHIRT £5.99

Be a real ZERO HERO and keep ZERO's best game accolade in striking black and yellow, close to your chest. Made from 100 per cent cotton, it'll absorb all those nasty perspiration problems and keep you looking cool all summer long. Comes in three chesty sizes – puny, broad and positively butch!



ZERO WATCH £12.95

You've no time to waste – get your orders in now for this exclusive ZERO watch. It's fully water resistant, shock proof and very natty with the ZERO logo and trendy motif. Comes in it's own black carrying pouch.

ZERO BINDER £4.95

Want to keep all your copies of ZERO pristine and in tip-top condition? Then invest in a stylish ZERO binder – or better still buy two! Comes in black with the ZERO logo boldy emblazoned down the spine.





TURKEY ROAST £2.49

It's bootiful! Tender, lean turkey breast all the way from Norfolk. Puts hairs on your chest so you better buy a T-shirt. Available from all major supermarkets and Bernard Matthews!

ALL PRICES INCLUDE P&P

ZERO MAIL ORDER

Please rush me the following bits of ZERO booty as soon as possible. I've enclosed a cheque/postal order for the right amount and filled in the form.

○ ZERO T-SHIRT	£6.99	○ M	○ L	○ XL
○ ZERO HERO T-SHIRT	£5.99	○ M	○ L	○ XL
○ ZERO WATCH	£12.95	○ ZERO BINDER		£4.95
○ ZERO SWAG BAG	£8.95			

Please fill in the number of each item you require in the circles.

○ **I enclose a postal order/cheque* made payable to Dennis Oneshots Ltd.**

○ **Please charge my Access/Visa/Am Ex***
Card number: ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑

Expiry date: / / **Signature:**

NAME ______________________________

ADDRESS ______________________________

____

POSTCODE ____________ **TEL NO:** ____________

Send the completed form to **ZERO MAIL ORDER, PO Box 320, London N21 2NB**. postage and packaging is included.
Overseas orders must pay by Eurocheque in UK pounds sterling only and enclose an extra £2 to cover postage.
***Delete as applicable**

ZERO 6



THE PRICE I$ RIGHT

Blimey! This month's basement bargs feature an excellent game from Mastertronic and a fab pair of re-releases from16 Blitz, all for under a fiver each. Where will it all end?

CONFLICT

MASTERTRONIC/£4.99 PC Only

Sean: First of all, full marks to Mastertronic for being the only budget house with a commitment to producing original quality software for the 16-bit market. Others are, for the most part, either doling out decentish re-releases, or fairly mediocre original stuff that shouldn't really be seeing the light of day anyway. *(Oooh. You aren't half rotten. Ed.)*

Anyhow, on with the game review. In *Conflict,* you get to play the Israeli Premier. Your job, as such, is to govern Israel, and make sure none of the neighbouring countries troll in uninvited. Of course, you could choose to do this by bombing the Lebanon, improving trade and diplomatic relations, or just invading any other country who even looks like threatening you.

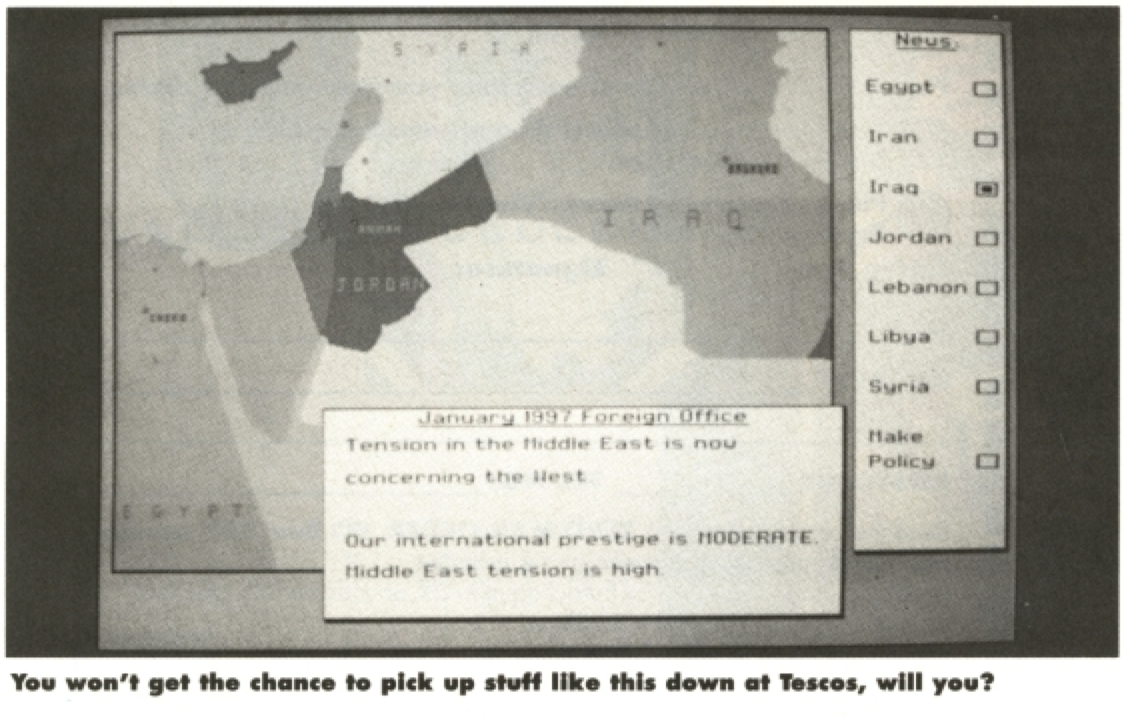
The game takes the form of various turns, during which you can alter relations with any of your neighbouring countries by making nice conciliatory noises, funding insurrection, building up your armies, or just reading the papers. Once your turn is completed, the computer takes the turns for the other players and reports on their actions. Those of you who've ever played the old 8-Bit classic *Football Manager* will have some idea of what *Conflict* is like. I suspect that it didn't need any revolutionary programming techniques, but for such a straightforward and simple idea it works surprisingly well.

For those of you sat counting the paperclips during your lunch hour while the PC sits idle on the desk, this one is a must. Come to think of it, for anyone with a PC it's a must.



Hang on, where's my fave page three tabloid? *(You're the Israeli Premier not Rupert Murdoch, clothead! Ed.)*

OVERALL SCORE 87

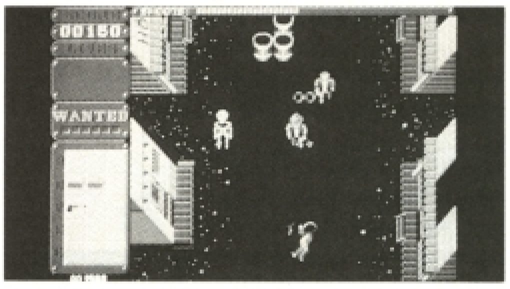


You won't get the chance to pick up stuff like this down at Tescos, will you?

OUTLAW

SMASH 16/£4.99 ST/Amiga

Sean: This is an old Infogrames title which was originally called *Wanted*, and was, if I'm not vastly mistaken, a conversion of a coin-op. You are a Sheriff, whose sole aim is to uphold the peace and tranquility of Dodge City. This largely involves shooting everyone who happens to be around, which strikes me as a bit of an anomaly really, but who am I to say? Apart from shooting everyone who attacks you, there are also 'natural' hazards like giant boulders and rocks which tumble towards you, killing you if they are touched.



Yee Harrr! Ride 'em Cowboy!!! John Wayne is big leggy!!! *(Are you sure about all this? Ed.)*

Outlaw is absolutely brilliant fun. It's a good mix of dodging and blasting which looks and plays a little like *Commando.* The graphics aren't astounding, but don't need to be and the sound is excellent, especially the grunt the baddies make when they buy the farm. Excellent value for a fiver.

OVERALL SCORE 80

CAPTAIN BLOOD

SMASH 16/£4.99 ST/Amiga

Sean: I reviewed this one yonks ago on the ol' speccy and gave it quite a decent mark. The plot involves hacking round the galaxy trying to collect 12 'numbers' or clones before a certain time elapses, and you die. It's really a mixture of the 'Deathstar' sequence from the *Star Wars* game (where you are flying down a long corridor) and a sort of bizarre exercise in communication, in which you grill the inhabitants of various planets for info about the 'numbers'.

It's very slickly presented, with excellent sound and graphics but it's a bit... erm... weird. The flying down the alleyway bit is good fun though it's not the most absorbing gameplay. No real dexterity is needed, but it does add a slight arcadey element to the proceedings. The communications section makes up most of the brainwork and fun, and is almost like an icon-driven adventure in a way.

You may love or hate *Captain Blood* but for a fiver it's worth taking the risk to find out.

OVERALL SCORE 78

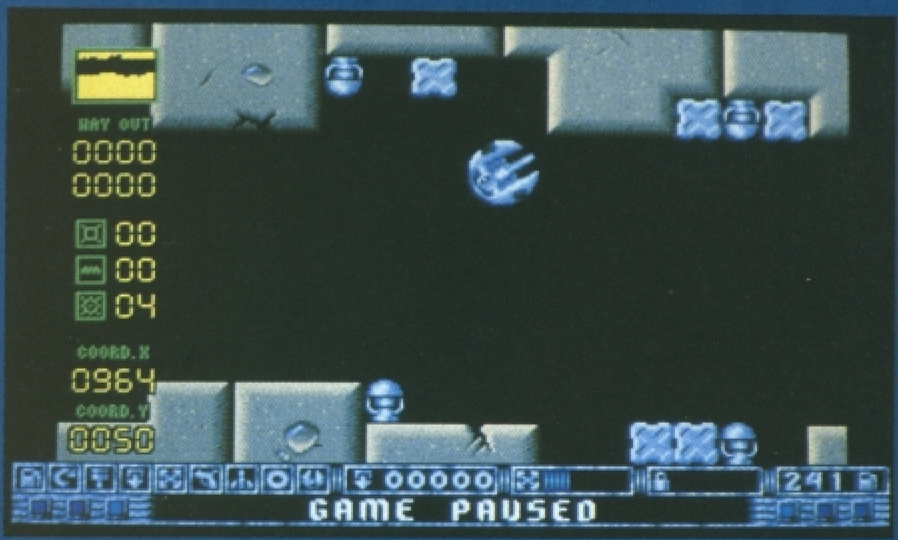


LOCK & LOAD
MAGNUM 4
AFTERBURNER – You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home!
Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?
AFTERBURNER TM SEGA © are trademarks of SEGA ENTERPRISES LTD.
DOUBLE DRAGON – Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!
© 1988 Mastertronic International, Inc.
AFTER BURNER
DOUBLE DRAGON
4 HIGH CALIBRE GAMES IN ONE PACK FOR YOUR ATARI ST/ AMIGA
OPERATION WOLF
OPERATION WOLF – "Not only has all the action and game play been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE
Licensed from © Taito Corp. 1988
BATMAN
THE CAPED CRUSADER
BATMAN – "The characters and backgrounds are striking – each are superlative – features a soundtrack in glorious remixed stereo" The One
TM & © DC Comics Inc. 1988 All Rights Reserved
ocean
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

review

ROTOR

Floating around a weightless labyrinth in what looks like a cross between a frisbee and an armoured dustbin lid couldn't possibly make for a good game scenario? Could it? Arcana thought it could – and both *Ivan Hawksly* and *Duncan MacDonald* found themselves agreeing...



Touch that granite and it's cortinas. (That's curtains in Spanish).

Rotor is set in a future world, where the Welfare State has been totally abolished *(ah, so it's set in 1991 then. Ed.)* and people have a choice of a miserable slave existence down the mines or a chance of fame and glory serving as a pilot in the elite Rotor flying tank units which do battle in the fortresses of the State's sworn enemies. Having decided to join the Rotor Raiders you'll find yourself enrolled in the training academy where you'll be told which training missions you can fly, how many points you get for each successful mission and when you're good enough to undertake a 'real' mission. The purpose of the Rotor Raiders is simple: to negotiate the tight spaces and treacherous corners of an enemy fortress without crashing, to collect valuable units of fuel, pearl and sun energy crystals, which give you extra power and bonus points and, of course, to blast the living daylights out of any opposition you meet along the way. The first training missions are easy peasy stuff; you must simply guide your Rotor ship through a fortress without a collision, shoot and pick up the contents of any containers (some of which contain rather handy power-up icons) and then make for a location (given in number co-ordinates) to escape from the fortress.

The training missions allow you to get to grips with handling the ship and practice shooting and plundering the containers. The way you control the ship is reminiscent of *Thrust*; the Rotor has a single retro rocket which is fired with a forward push on the joystick. The ship can then be rotated. A quick burst on the retro will send the ship moving in whichever direction the Rotor is now pointed. Test yourself in six training missions (which aren't very dangerous). Get through these, amass 5000 points, and you've made it as a fully fledged Rotor Raider! This is where the action really starts, as you go on real missions and kick serious ass in enemy fortresses situated in four corners of the globe. (Yes; in this game, even Globes have corners!) It goes without saying that the further you get, the tighter the corners and the meaner the baddies; wiggly snake beams, killer mines and the old favourite: the 'instant death' laser beam. Survive, complete the dreaded 'class six' missions, and the Government will award you the 'Rotor Elite' golden dustbin lid (er sorry, Medal) and a lifelong pension. Wow!

WHAT'S WHAT

TITLE	Rotor
PUBLISHER	Arcana
PRICE	£19.99
FORMAT	ST/Amiga
RELEASED	Out now

AMIGA

Ivan: The one word that readily springs to mind when playing *Rotor* is bloody tricky (okay, so that was two words). Unless you've played *Asteroids* lately (and I haven't), you'll find it hard work just getting through the training academy and will probably waste loads of Rotors in the process. Anyway, 2000 dustbin lids and 56 mugs of tea later, I finally made it out of the academy and into the real war and the more colourful mission screens. At this point, I'm beginning to wish I'd gone down the mines instead; I'm getting sweaty, claustrophobic and the action demands total concentration all the way or else BANG! Blimey! That'll teach me in future to try to play and write a review at the same time!

HASSLE FACTOR: 1
The scrolling could have been a little less sluggish at times given that this is the Amiga version.

Anyway, where was I? Oh yes, total concentration; a delicate nudge and precise timing in this game can mean the difference between survival and instant oblivion. Watch out for the killer mines. Once opened, their 30 second countdown gives you the chance to pick them up and defuse them for big points, or, if you're a chicken like me, scarper like mad before they blow and ruin your whole day. *Rotor* is graphically great and as an added bonus, when you get tired of being blown up, you can sit back and listen to the truly cosmic theme music that accompanies the title and demo screens.

If there are any minor quibbles I could mention, it's that the scrolling sometimes has a job keeping up with the action (it's nice to see what you're floating towards before you smash into it), but apart from that, no real probs to speak of.

THE VERDICT

G	GRAPHICS	80
S	SOUND	80
A	ADDICTIVENESS	84
E	EXECUTION	85

20 40 60 80 100

A simple but groovy shoot 'em up, with loads of claustrophobic, sweaty palm fun.

82

Dunc: Isaac Newton eh? What a git. If he hadn't gone and invented those stupid 'Laws of Motion' the world would be a far safer place – and what's more, you wouldn't constantly find yourself getting killed while playing *Rotor*.

Actually, that was all a little bit of a lie. A fib on my part, I'm afraid. A bit of journalistic hyperbole designed to 'spark up' the introductory paragraph and give me the chance to slag off Newton. Truth be told I quite like the laws of motion and I'm a bit of a sucker for games that use them as an inherent part of the gameplay. *Asteroids* for instance. And *Thrust*. Oh, and *Oids* of course. And now *Rotor*. Yes – this is another 'spinning spaceship with a uni-directional thruster' job. And very nice it is too.

Basically, *Rotor* is *Thrust* with much nicer graphics and the addition of power-up icons (but without the suspended weights which made negotiation of the mazes almost impossible on *Thrust's* later levels). There: all of you who are familiar with *Thrust* can now skip to the final paragraph. Oh dear, there are some of you left, aren't there – groan. Righto, let's get started then (honestly, this job would be so much easier if you...) *(Stop whingeing. Ed).*

The scenario is basically a series of subterranean caverns and tunnels. Wedged into the various nooks and crannies are gun emplacements, cannisters and gravity disruptors (and a few other bits and pieces). The general idea (over the 24 levels) is to destroy the guns and disruptors and collect the cannisters before finding your way to a pre-determined point in order to be beamed out. Fair enough, but it's the control of the ship that'll either make you love or hate the game: left and right on the joystick spins your ship (anti-clockwise and clockwise respectively), while pushing forward engages thrust, which moves you in the direction the ship is facing. If you want to brake, you have to do a 180° turn and engage thrust again (pulling back on the stick does no good – anyway, this position is reserved for the tractor beam). It's all very much an 'every reaction requires an equal and opposite reaction' kind of game, which makes for rather slow paced action, as you're jiggling about on the joystick with a myriad little taps and squeezes.



Judging by the decor, this must be the '70s part of the mineshaft – far out!



Blimey! My transformer's inactive.

It's not as if you're in the open reaches of the cosmos, motors blazing at full power, with nothing to bump into – you're stuck in a rather claustraphobic tunnel system. And to make matters worse, it's not quite zero gravity: take your hand off the joystick and you start to sink, albeit slowly, to the ground – and the slightest contact with absolutely anything at all loses you one of your initial three lives. If you're ham fisted with no sense of timing you're unlikely to get very far in *Rotor*, as control of the ship has to be very precise: and bear in mind this is very much the kind of game where you only get out what you put in (the earlier levels are rather mundane, so if you can't get through them it's likely that boredom, rather than addicted frustration, will set in.)



What does Prince Charles have to say about this architecture?

HASSLE FACTOR: 1
An annoying front end – access codes are entered with the 'cycling through the letters and firing' joystick routine.

According to the blurb sheet, "*Rotor* is a logical step forward from classics like *Thrust*". I don't agree – it's more of a sideways step: *Rotor* is a sort of cross between *Thrust* and, erm, *Thrust*. The graphics, as I said, are great – as is the animation. Also there's the inclusion of the power ups and a few extra nasties. But, for me, the actual 'feel' of the game is very much the same as that of its inspirator. I'd have thought the "logical step forward from *Thrust*" that Arcana spoke of would have been to cross it with *R-Type* or something. Mind you, I mustn't moan, because *Rotor*, for all its lack of originality, is immensely playable – and fans of the genre (of which I'm one) will find it extremely addictive.

THE VERDICT

G	GRAPHICS	83
S	SOUND	72
A	ADDICTIVENESS	88
E	EXECUTION	84

A sedate and rather tricky to control shoot and think 'em up. Let's not beat around the bush – it's *Thrust* (sort of).

81

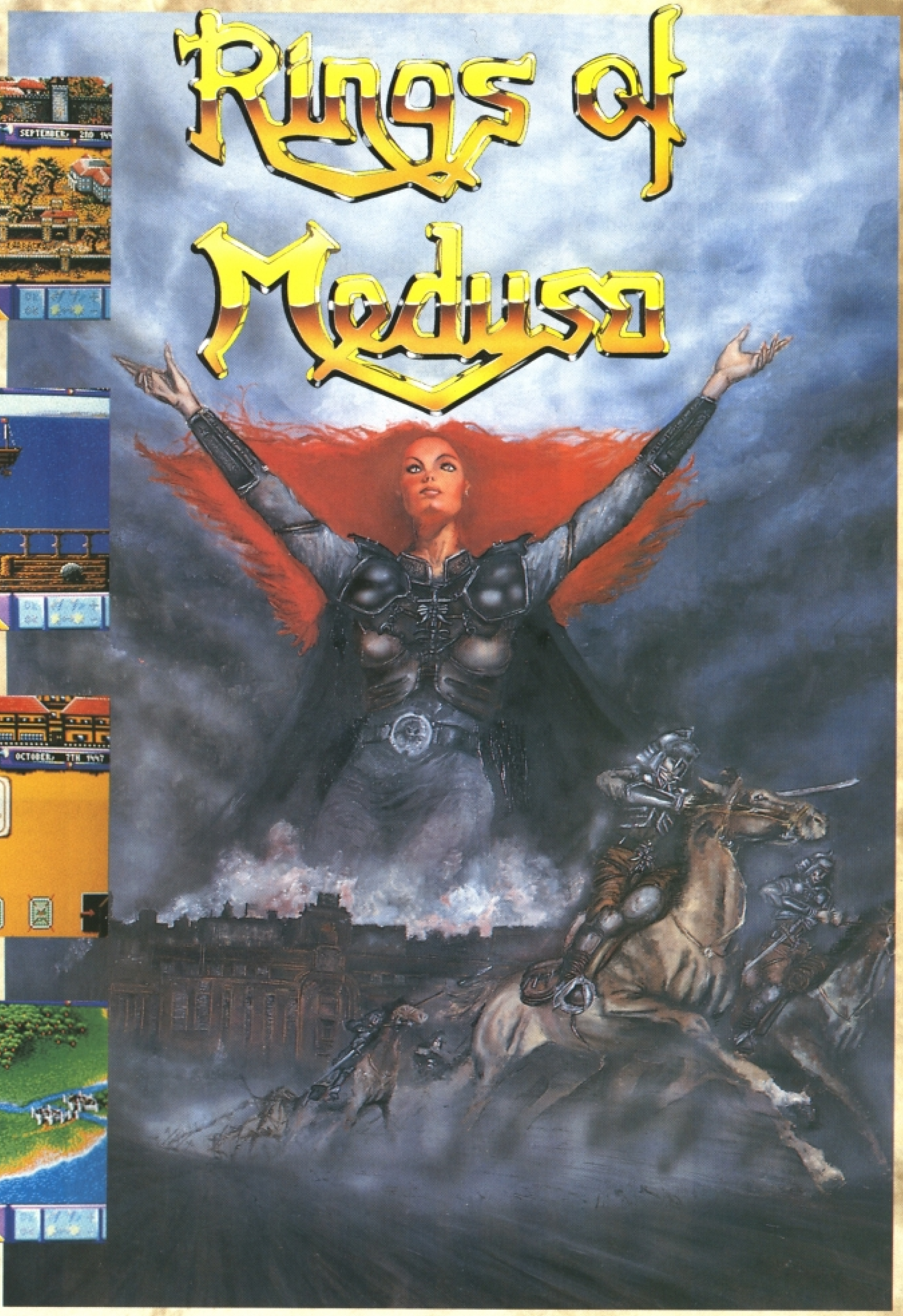
STOP


GREATPLAINS
THE RINGS OF MEDUSA


THE RINGS OF MEDUSA

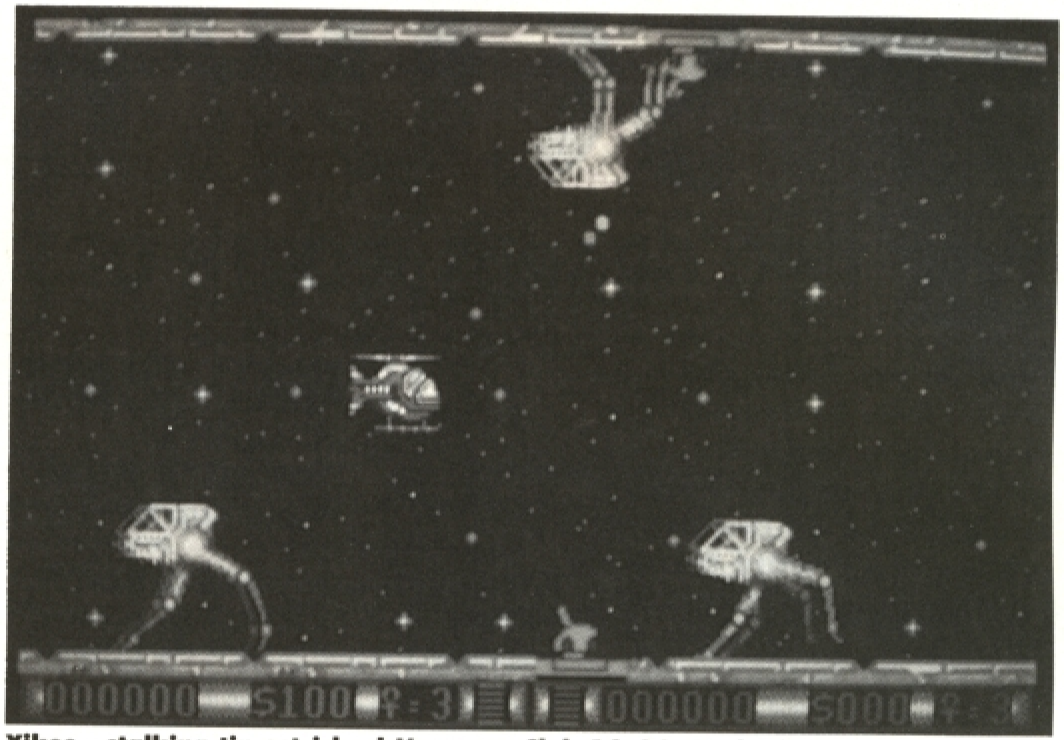

TROLL PUB


THE RINGS OF MEDUSA


Rings of Medusa

DÉJÀ VU

Confused by all this foreign lark? Well actually c'est vachement facile if you listen carefully. This is the section where we review fabby new formats of games which have been released previously on other machines. Comprenez? *(Je ne vous ai jamais compris! Vive La France. Ed.)*



Yikes – stalking tin ostriches! I'm sorry Club 18-30, I take it all back.

BLOOD MONEY

ZERO HERO

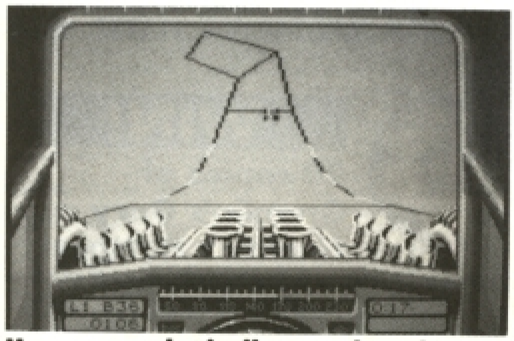
Psygnosis/£24.95/Out now

PC

Ivan: Last year, Psygnosis announced a holiday with a difference, a holiday which you might not actually survive but which (as it stresses in the accompanying brochure) your loved ones would never forget. The jolly soujourn was *Blood Money* and when it appeared on 16-bit, dedicated gamers across the cosmos were using words like 'phantasmagorical' and 'waaaaahoweeee' to describe this brill shoot 'em up. What can I say that hasn't already been said? *(How about 'Yaahoooo' for starters? Ed.)*

The PC version has arrived and it's just as groovy. *Blood Money* takes you on a safari through four alien worlds. Forget Cliff Michelmore and tool up with helicopter gunships, submarines and neuron bombs as you go after the local big game without a care in the cosmos or a World Wildlife Fund on your back. Great graphics and sound and enough weaponry and action to satisfy most firepower freaks. This is murderously mindblowing stuff.

GRAPHICS 85 ADDICTIVENESS 90
SOUND 85 EXECUTION 85
OVERALL 90



Mmm an ecologically-sound track.

STUNT CAR RACER

Micro Style/£24.99/Out now
(ST/Amiga versions reviewed ZERO 2)

PC

Ivan: Until Micro Style's *Stunt Car Racer* came along, everybody's idea of a flying motor was 'Chitty Chitty Bang Bang'. But this is high octane 'Wacky Races' with supercharger and sick bag thrown in. Thrill to the roar of big bad engines, gasp as you grind hub caps with your opponent, blow your breakfast as you hit the big ramp at 170 mph!

Sadly, the PC version lacks the graphic quality of the original – a total absence of track detail and just a few colours on-screen don't exactly overload your senses while racing. But thankfully the speed, movement and gameplay have remained to give you all the thrills as you compete against various drivers and work your way through 4 driving divisions, a stomach-turning selection of gravity-defying race tracks and countless new tyres, engines, shock absorbers, etc. Grab your leathers and titanium crash hat and pile in...

GRAPHICS 60 ADDICTIVENESS 87
SOUND 60 EXECUTION 78
OVERALL 82

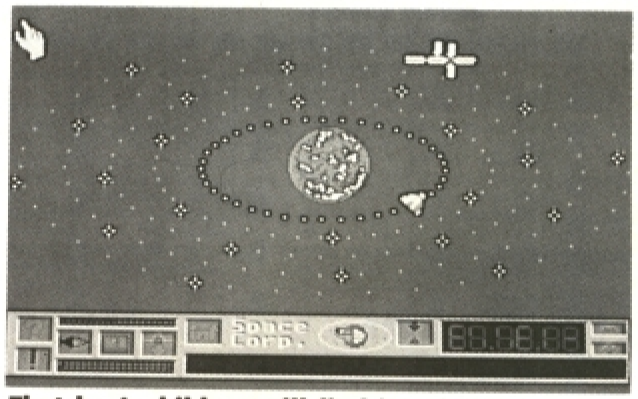
EUROPEAN SPACE SIMULATOR

Tomahawk /£34.99/Out now
(PC version reviewed in ZERO 4)

ST

Ivan: Wanna make loadsa dosh? Well, you can forget insider trading and oil prospecting for a start. At least, that's the low-down according to *European Space Simulator*, the space strategy epic from Tomahawk.

ESS puts you in charge of the International Space Corporation. Cosmic capitalism is the name of the game as you use your Ariane rocket and Hermes Shuttle orbiter to put satellites, space stations and even sneaky, low-down military missions into orbit for the highest bidder. You control each mission from start to finish as you plan and select your payload and crew, watch the launch and take control in orbit to perform tricky manoeuvres with your retro rockets to deposit that satellite or station. Once you've got through the fiddly orbital stuff, it's back to Earth and an even more fiddly landing on a mega-huge aircraft carrier to complete the job and collect the bucks.



Thatcher's children will find it a doddle .

The chief requirement for *ESS* is greed – military missions are pretty unsound but the bucks are big. Graphics are colourful though animation is a bit rusty and be prepared for a lot of disk swapping and a somewhat sketchy manual. Could be quite engrossing if you have the patience.

GRAPHICS 85 ADDICTIVENESS 70
SOUND 20 EXECUTION 70
OVERALL 70

STOP

COMPO

SCORE!



OVER TWO GRANDS WORTH OF FOOTIE SOFTWARE

How do you fancy the opportunity to 'transfer' some of the football software onto your home micro? There's a plethora of fab footie software prizes up for grabs in this scorching soccer compo. So without further ado, let's play the ZERO Football Trivia Quiz...

Q1 WIN!

20 copies of *Subbuteo The Computer Game* from Goliath Games

You decide your team is in need of some practice, so best get hold of a copy of *Subbuteo* from Goliath Games. In order to be in with a chance of securing a copy, you'll have to identify the famous Subbuteo catchphrase. Is it...

- **A** Nice to see you, to see you nice.
- **B** You're gonna like it, norra lot, norra lot.
- **C** Pick to flick.
- **D** Flick to Kick.

Now jot down your answer on the coupon below.



Q2 WIN!

20 copies of *Football Manager World Cup Edition* from Addictive

Your lads done well, so you've aspirations to cop the World Cup! Better try out the sequel to the brilliant original *Football Manager* game, *Football Manager World Cup Edition*! To be a successful football manager, you'll need to be quite brainy. See if you can spot the true fact below...

- **A** Christopher Columbus made three voyages of discovery. He died on the second.
- **B** The Deer-Bot Fly has the remarkable ability to drive small East German saloon cars.
- **C** The original *Football Manager* game was massive and sold 700,000 copies!
- **D** Football was invented at Rugby public school.



Q3 WIN!

20 Copies Of Ocean's *Official Liverpool FC Soccer*

This is the first of two footie titles Ocean has planned for release this year and is the second Liverpool licensed product.

Think you're good enough to take on the might of the Kop? See if you can spot the true 'pool fact below...

- **A** Liverpool FC hold the record for the greatest number of League Championships (First Division).
- **B** Liverpool's centre forward bears a remarkable resemblance to Nerys Hughes from Alan Bleasdale's *District Nurse*.
- **C** Liverpool's ground is popularly referred to as "The Krap".
- **D** Liverpool play in pink shirts and small yellow polka-dot bikini briefs.



Q4 WIN!

20 copies of Gremlin's *Gary Lineker's Hotshot*

Here's Gremlin's third Gary Lineker licensed product. Do you fancy getting him to play for your team? See if you can scout out the true Gary Lineker fact:

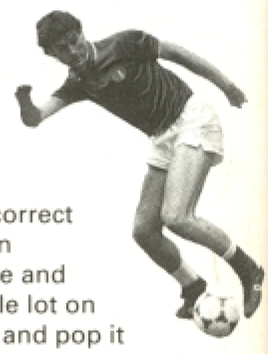
- **A** Gary Lineker was the highest goalscorer in the 1986 World Cup.
- **B** Gary was christened Marion Ellis Lineker in 1903.
- **C** Gary Lineker came second in the 1957 Junior All England Curling championships.
- **D** Gary Lineker is Nigerian.

Q5 WIN!

20 Copies Of Anco's *Player Manager*

Kick Off was brilliant, wasn't it? Well, now's your chance to combine *Kick Off* gameplay and a spanky management game to boot. Simply study the names below and spot which of the following has NOT been a player manager...

- **A** John Toshack
- **B** Trevor Francis
- **C** Kenny Dalglish
- **D** Paul Daniels



Right, done all that? Now tick the letters corresponding to the correct answers on the coupon below, fill in your name and address, stick the whole lot on the back of a postcard and pop it in the post to:
Football Mad Compo, ZERO Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ.

Q1.	A ☐	B ☐	C ☐	D ☐
Q2.	A ☐	B ☐	C ☐	D ☐
Q3.	A ☐	B ☐	C ☐	D ☐
Q4.	A ☐	B ☐	C ☐	D ☐
Q5.	A ☐	B ☐	C ☐	D ☐



Name ______________________

Address ______________________

____

______________________ Postcode ______________________

Computer (Please Tick) PC ☐ Amiga ☐ ST ☐

RULES

- Any Addictive, Anco, Gremlin, Goliath, Ocean or Dennis Oneshot team members caught entering this compo will be sent off!
- All entries must be received by April 30th 1990, or they'll be relegated to the bin 'division'.
- Ed is the Cloughie of the ZERO office. Don't argue with his decision or your get a 'Clough' around the earhole.

520ST-FM SUPER PACK



1Mb DISK DRIVE
£450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralien	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99

FREE ATARI BUNDLE VALUE: £458.97

The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with ½Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399
INCLUDING VAT

With SM124 mono monitor: £498 INC VAT — With SC1224 colour monitor: £698 INC VAT

ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE

520ST-FM EXPLORER PACK
WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260 ONLY £2.51 PER WEEK — RETURN COUPON FOR DETAILS
+VAT= £299

+ SM124 mono monitor: £398 INC VAT — + SC1224 colour monitor: £598 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



£499
INCLUDING VAT

With SM124 mono monitor: £598 INC VAT
With SC1224 colour monitor: £798 INC VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98
	NORMAL RRP:	£884.82
	LESS DISCOUNT:	-£385.82
	PROFESSIONAL PACK PRICE:	£499.00

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST £899 INC VAT
+mono monitor = £998
+colour monitor = £1198

4Mb MEGA ST £1199 INC VAT
+mono monitor = £1298
+colour monitor = £1498



DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

* TEXT-FLOW AROUND GRAPHICS
* ROTATION OF TEXT & GRAPHICS
* SLANT OR TWIST ANY OBJECT
* POSTSCRIPT COMPATIBLE
* TAG FUNCTION
* AUTO/MANUAL KERNING & HYPHENATION
* GROUPING OF OBJECTS

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.

PROFESSIONAL PACK: Free business software with 1040ST-FM and MEGA ST's bought from Silica.

DEDICATED SERVICING: 7 full-time Atari trained staff with years of experience on Atari servicing.

THE FULL STOCK RANGE: All of your Atari requirements from one place.

AFTER SALES SUPPORT: The staff at Silica are dedicated to help you get the best from your ST.

FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.

PRICE MATCH PROMISE: We will match competitors on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P OBA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, ZERO 1 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

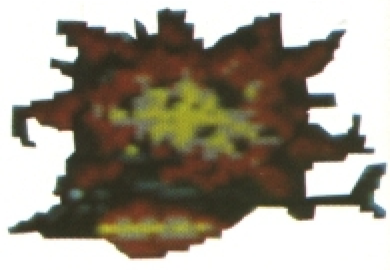
....

.... Postcode: ....

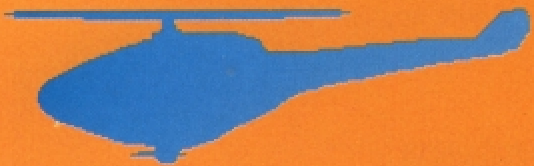
Do you already own a computer
If so, which one do you own? .... DTP ☐

Well, we're all much more aware of 'green' issues these days, aren't we? But who ever heard of an environmentally friendly shoot 'em up!? *Fire* is the new healthy option in a man size portion from French publisher, New Deal Productions. CFC-Free *David Wilson* and *Paul 'No Preservatives' Lakin* showed us their green credentials. *(Blimey! They should take those to the 'Special Clinic'! Ed.)*

FIRE







Fire has been produced by New Deal Productions, the guys responsible for the 'right on' *Safari Guns* reviewed in issue three. This awareness of current 'environmental concern' is also present in *Fire*, believe it or not. Yup, while you're out there blasting all and sundry out of the sky, sea and polar ice cap, there are also many pertinent 'green' issues to bear in mind! Here's the scenario... all the 'civilised' nations are well hacked off about all the naughtiness in the world. So without further ado they all collaborate on the design of one super-helicopter, codename 'Fire'. Basically you get to sit in the hot seat of this helicopter with the mammoth task of righting the wrongs of the world. There are five missions ranging from annihilating the South American drug barons, to destroying a criminal organisation based at the North Pole. Let's hover a bit closer shall we?



David: I'm fond of the French, erm... except for their toilets, that is. But this said, you can't deny that French software is... really weird! *Fire* is no exception. It's a shoot 'em up much in the *P-47/Silkworm* mould but it has to be a first. I mean who's ever heard of a 'right on' shoot 'em up?

Anyway, weirdness and environmental issues apart, *Fire* is a fairly competent if not very original multi directional shoot 'em up. Gameplay is a tad reminiscent of *Silkworm* – but not as good – without the two player option and with a bit of extra upward scrolling. You only have one life but fortunately each time you fail you have an unlimited ten second credit option to continue. Using this, I had practically finished the third mission by my third sitting, so perhaps the life expectancy and consequently the value for money will suffer accordingly. Just an average addictive blast 'em up, I'm afraid.

GRAPHICS 75	ADDICTIVENESS 78	OVERALL 74
SOUND 77	EXECUTION 76	

HASSLE FACTOR: 1
One disk. The tiniest of gripes could be aimed at the fact that the front end screen is accessed each time you start a level.

Paul: *Fire* on the ST is a very different kettle of fish to the Amiga version and since David found that version to be 'average' this doesn't bode too well! The impression of speed is sadly lacking and the helicopter sprite is short on detail and also quite dark, making it tricky to discern at low level. Furthermore the enemy helicopters move in a very unconvincing manner – sort of wobbling backwards and forwards, whilst firing vertically upwards through their rotor blades!? The one thing the ST version does have, however, is the inclusion of the boat people which are sadly absent from the Amiga. These are the bits you shouldn't shoot, along with the whales, 'dromedaries' (ie camels), 'local populations' etcetera, but since they insist on getting in the way it's a bit inevitable really.

Add these probems to the inferior sound and slower disk accessing, and you've just got a below average shoot 'em up that doesn't compare very favourably to *P-47* et al.

GRAPHICS 70	ADDICTIVENESS 72	OVERALL 65
SOUND 65	EXECUTION 68	

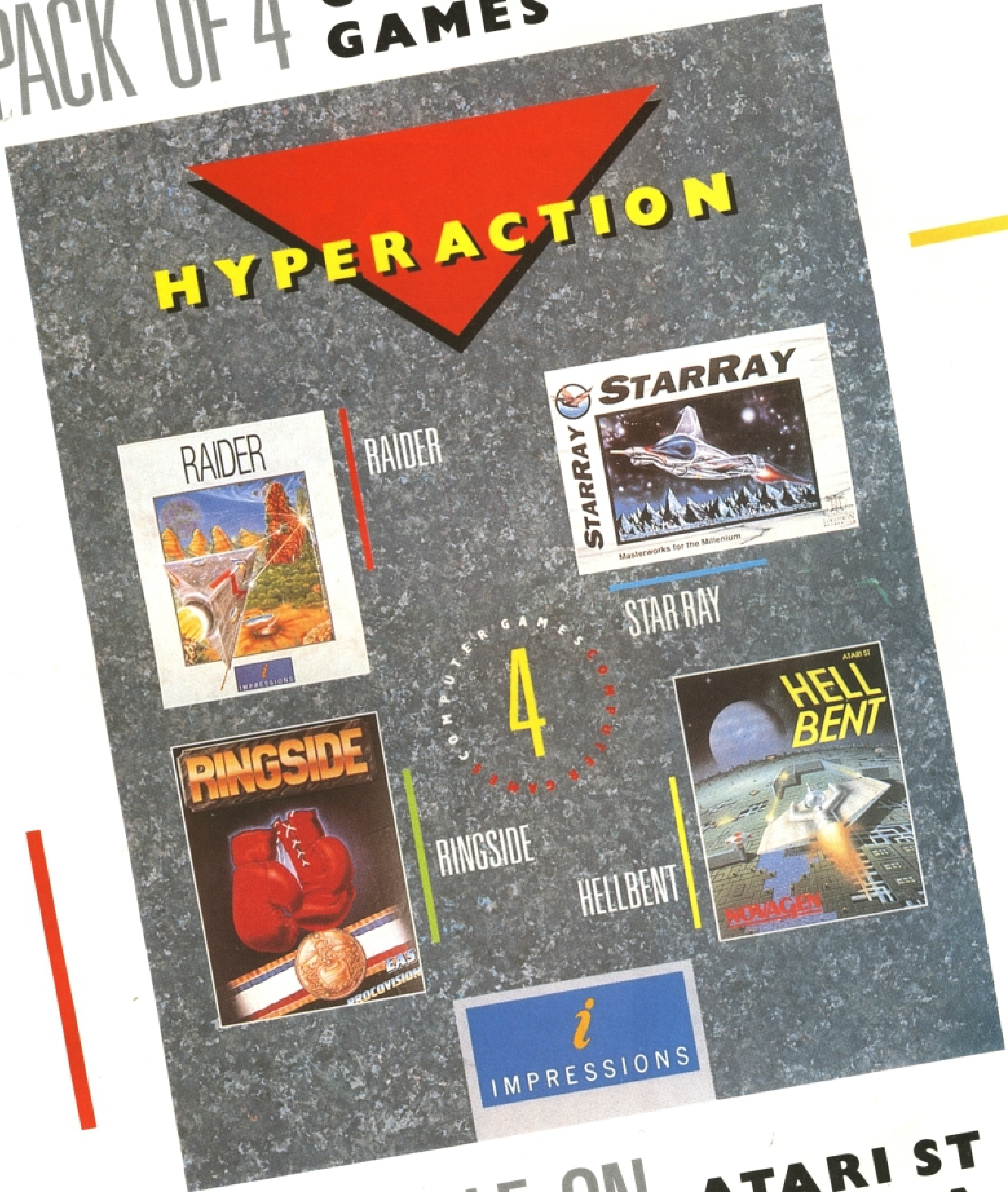
WHAT'S WHAT

TITLE	Fire
PUBLISHER	NDP
PRICE	Amiga £24.95
	ST £19.95 PC £29.95
FORMAT	Amiga/ST/PC
RELEASED	Out now

The Top Three Instructions Which Have Lost Something In Translation.

1. Don't shoot on dromedaries of bedoins which haven't done you anything.
2. To be successful, you will have to... dwarf with bombs the plants of chimic products which supply the actors of wars in the neighbourhood with mortal gaz killing innocent populations in excurcating pain.
3. Save from the downfall Lebanon the fighters and civils who try to reach by swimming the occidental ships wich cruise open sea in the bay.

PACK OF 4 COMPUTER GAMES



AVAILABLE ON ATARI ST & AMIGA

£24·99

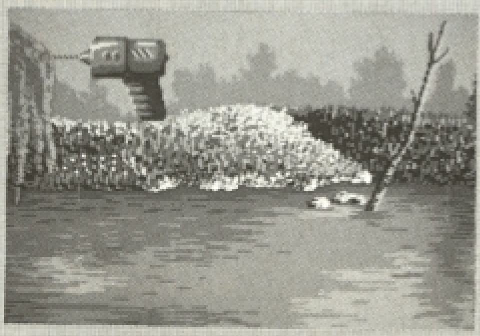
From your local stockist

IMPRESSIONS, Chesham House, 29-30 Warwick Street, London W1R 5RD.

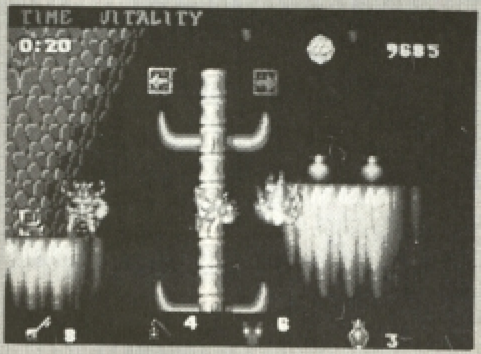

THE SKIES ARE YOUR HUNTING GROUND
F29
RETALIATOR
C+VG HIT!
"Astounding just to look at, with the fastest, smoothest, most detailed and realistic 3D graphics seen . . . but it's the sheer depth that makes F29 the best combat/flight simulation I've seen.
The wealth of missions is incredible . . . giving enormous lasting appeal . . ."
C & VG 97%.
ZERO HERO
"Think of what you get in Falcon and double it . . . brilliant action and a scenario depth that'll leave you gasping in awe; there are 99 different missions . . . Retaliator is even better than Falcon, and it's certainly much bigger . . . A brand new, and rather brilliant fighter/bomber simulation." Zero 94%.
"Utterly mouth-watering graphics and an amazing depth of play . . . the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience . . . Ocean's first flight sim in the best out!" Zzap 97%.
U.S. AIR FORCE
U.S.AIR FORCE
U.S.AIR FORCE
YOUR NERVE
IS YOUR
RETURN FLIGHT
ATARI & AMIGA
ocean
6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650

SHORTS

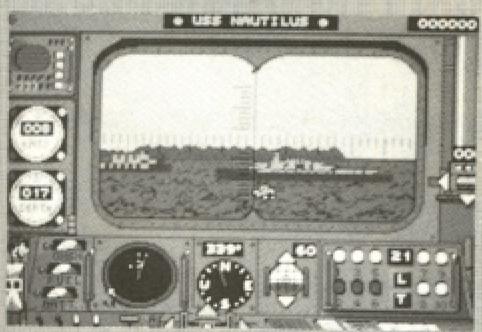
According to a recent survey, the men's briefs which most make girls pant were Shorts! And here they are – the latecomers, the mediocre and the ones that wouldn't fit into the normal reviews section.



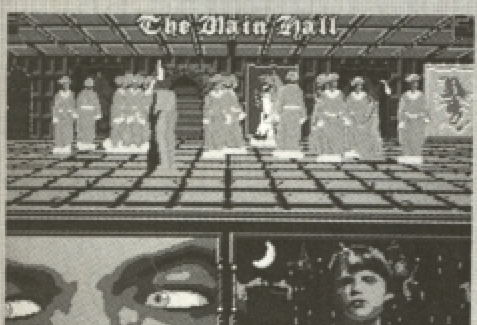
ASTATE



BLACK TIGER



HUNTER KILLER



GRIMBLOOD

ASTATE New Deal
Perplexing French adventure game in which you play an archaeologist in search of bits of a statue. Icon-driven gameplay allows you to 'become' a pair of boots, a drill, a pickaxe, a hand or a scanner. Far out.
Format: Amiga/ST Out now
Price: £19.95

BLACK TIGER US Gold
Conversion of classic coin-up arcade slash 'em up.
Format: Amiga/ST/March
Price: £24.99/£19.99

BMX SIMULATOR Codemasters
'C'est geniale! Les burms, les bonds, les obstacles...' Quite. Frantic view-from-above BMX action for people who like the gear but aren't big enough to play American Footie.
Format: Amiga/ST/Out now
Price: £4.99

CHICAGO 90 Infogrames
Complex arcadey/strategy-ish game in which you play gangsters or police subverting or upholding the law in souped-up motors. *Chase HQ* for Sherlock Holmes.
Format: Amiga/ST/Out now
Price: £19.99

FRED UbiSoft
Bizarre Froggie game (surprise, surprise) in which you play love-lorn knight Fred in a quest for his girlie. Over 50 screens of nifty arcade adventure for discerning Francophiles...
Format: Amiga/ST/Out now
Price: £24.99

GRIMBLOOD Virgin/Mastertronic
Cluedo-ish budget adventure set inside a rather unpleasant mansion. Someone's going round bumping off various poor sods – and no one seems to know what's going on...
Format: Amiga/ST/Out now
Price: £4.99

HUNTER KILLER Virgin/Mastertronic
Submarine capers in the South Seas. Get from A to B, taking in a few of the local sights on the way – destroyers, battleships, that sort of thing. Atmospheric strategy budgeteer.
Format: Amiga/ST/Out now
Price: £4.99

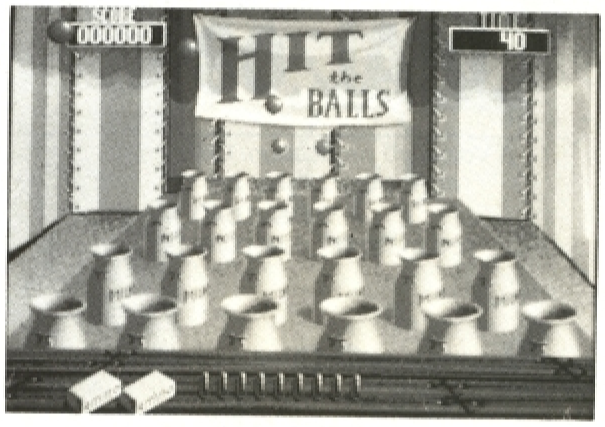
KNIGHTS OF LEGEND Origin
Battle with ogres and trolls in this massive (6 disk!) adventure game covering the entire Realm Of Ashtalarea. Features an open-ended system with almost endless quests and sub-games.
Format: PC/Out now/ST/ Amiga to follow
Price: £29.99/to be announced.

LOST DUTCHMAN'S MINE Magnetic Images
Dead pretty graphic adventure in which you play a gold prospector in search of the legendary mine. Play poker, sift for gold, sell your gnarled old body on street



corners *(Liar. Ed.)*
Format: Amiga/ST Out now
Price: £24.95/£19.95

SIDESHOW Actionware
All the fun of the fair in this shoot 'em up programmed under the guidance of Mary Whitehouse. For the spiteful, there is the option of importing digitised pictures of enemies for the Dunk Tank sub-game...
Format: Amiga/Out now
Price: £24.99



SIDEWINDER II Virgin/Mastertronic
'27 years of peace have reigned in the Western Spiral Arm of the Galaxy. All this is about to change however.' Why? Because you're about to chuck a spanner in the works by embarking on the second *Sidewinder* mission...
Format: Amiga/ST/Out now
Price: £4.99

SWORD OF THE SAMURAI Microprose
Absolutely ginormous strategy game in which you agree not to sleep with your next door neighbour's daughter by becoming a man of honour. Graphically superb, atmospheric and, erm... damned difficult.
Format: PC/Out now
Price: £29.99

WAR MACHINE Smash 16
Part platform, part shoot 'em up, part confusing, all budget action against The Alien Syndicate. I pity them.
Format: Amiga/Out now
Price: £4.99

WARLOCK'S QUEST Smash 16
Shoot your way through this arcade adventure, collecting bits and pieces and eventually the crystal Karna. As the instructions tell you, 'all of humankind and several elves are counting on you'. It's the poor elves that worry me.
Format: Amiga/ST/Out now
Price: £4.99

STOP

ZERO

ISSUE SIX

CONSOLE ACTION

INSIDE

Palm-top PC Engine on the way

Commodore CD-ROM games console shocker

Consoles to get exhibition

Three Game Boy titles reviewed

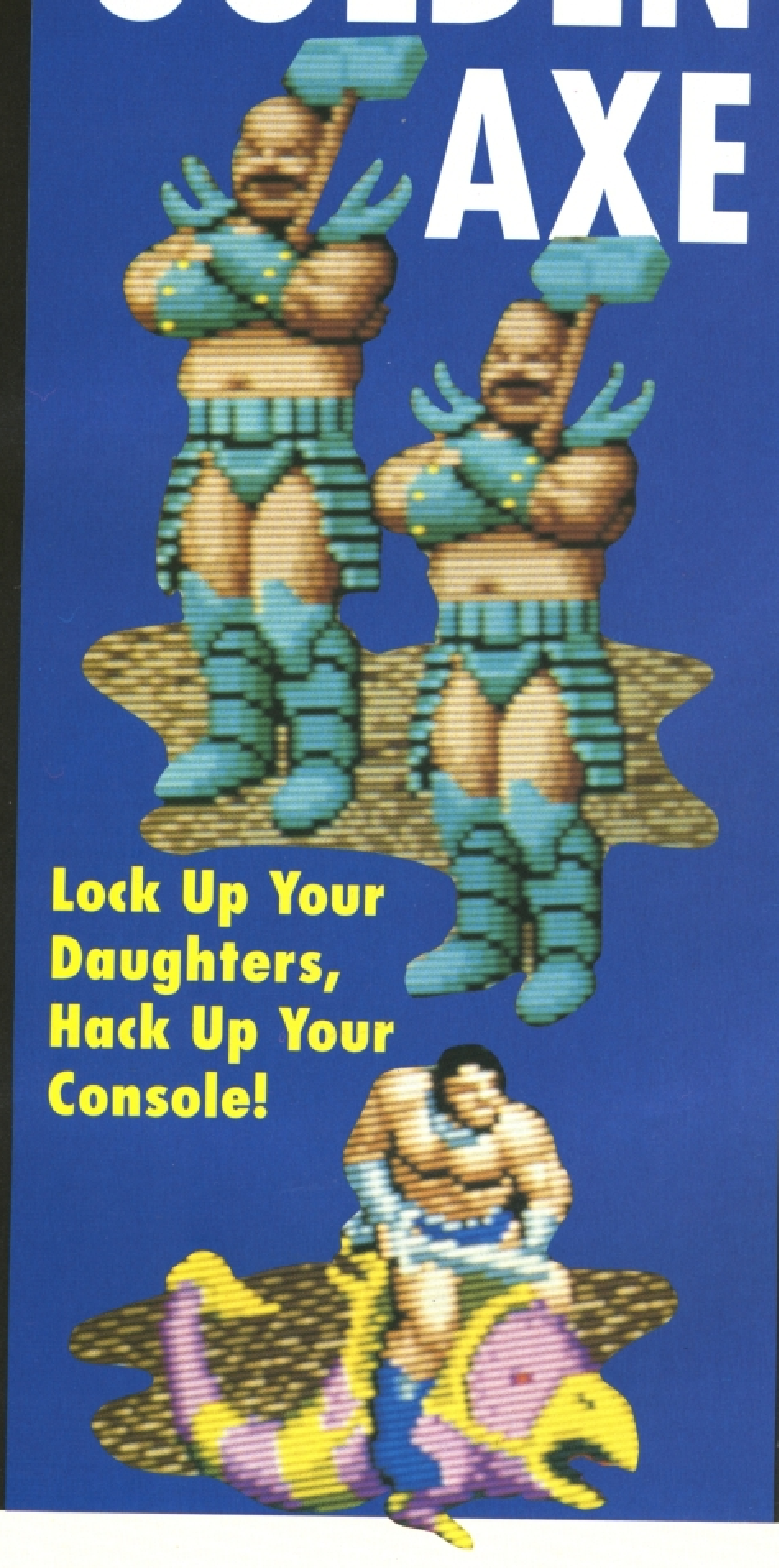
Tatsujin on the Mega Drive

Nintendo Robo Warrior revealed

Shinobi for the PC Engine

Plus news, reviews, tips and cheats

GOLDEN AXE



Lock Up Your Daughters, Hack Up Your Console!

ATARI LYNX
ATARI VCS
KONIX
NINTENDO ES
NINTENDO GAME BOY
PC ENGINE
PC ENGINE SUPER GRAPHX
SEGA MS
SEGA MEGA DRIVE



REVIEWED



MR HELI
Fly the world in the fantastic cutesy PC Engine classic



WIZARDS AND WARRIORS
Brutal encounters in Nintendo's brilliant hack 'em up

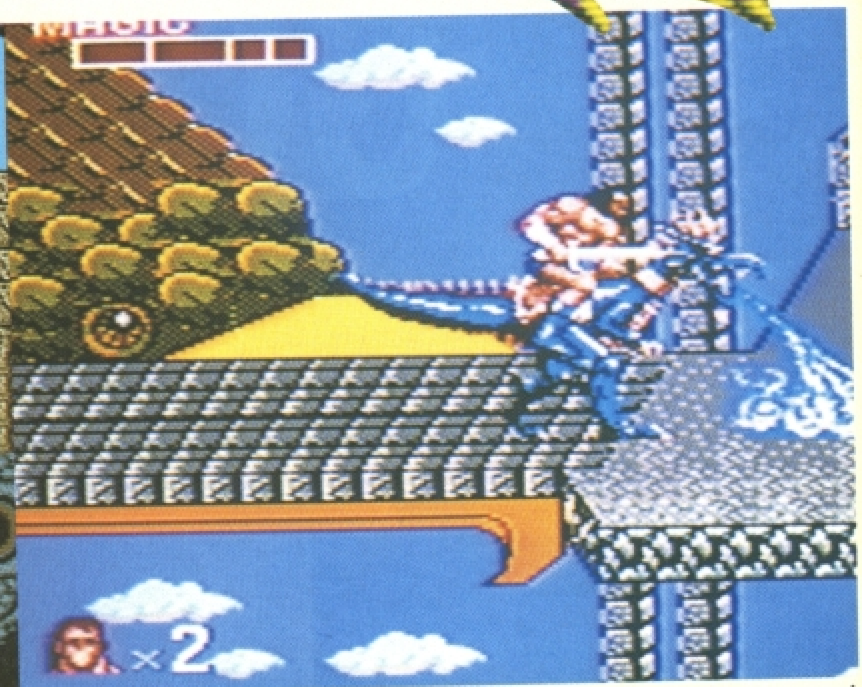


GOLDEN AXE

Sega/£29.95/Master System/Mega Drive



Aargh, man, you're givin' me heartburn! (Mega Drive Screen.)



It's so cold my breath has turned to ice! (Master System Screen.)

CONSOLE CLASSIC

"So there I was – you know – hacking away, splintering bone, stretching tendon, ripping muscle when along comes this Death Adder character. Real oddball; I mean, he wanted to know why I was chopping some old hag into little bits. It's outrageous; some people have got to stick their nose into everything. *(Get on with it, Monteiro. Ed.)*

"He really got on my wick when he started joining in. You just don't do those sort of things. For starters the old hag was my grandmother. And for pudding it's up to me if I want to hang, draw and quarter her."*(Richard, this is really boring.)*

"Oh all right then. Long, long ago all was harmony. Turtle Village, the Eagle's Pass and the King's Castle were one big happy community. The little children played in the glorious Summer sunshine while the men toiled happily in the fields and..."

(Oh, good grief. That's it – you're fired. I'm going to finish this introduction while there's still room. Golden Axe is a conversion of the classic coin-op. You fight your way through hordes of Adder supporters to rescue the King and Princess. End of story. Start of game.)

SEGA MEGA DRIVE

This version of *Golden Axe* is so similar to the arcade original that if you were to enclose a Mega Drive in a coin-op cabinet and place the system in an amusement arcade, few people would notice the difference. It really is that good.

You start by selecting a character – Ax Battler the Barbarian, Tyris Flare the Amazon or Gilius Thunderhead the Dwarf. A second player can then select from the remaining characters. Each character is good at certain things.

Gilius, for example, is best in combat but his magic potential is dismal. Tyris, being female and all that, isn't too hot at kicking ass (she only has a short sword), but she's powerful when it comes to casting spells.



When entering two-player battle you have to be very careful: not only can you damage the enemy but your partner too. It's a great feature which, when employed at strategic moments, can bring down your sidekick giving you free reign to scoop up magic pots and energy-restoring meat.

The game is filled with humour. The expression on an enemy's face as you kick him in the nuts (or her in the, erm, er...) is brilliant. And the assorted characters and monsters are ridiculous. How would you feel if you were attacked by a skeleton riding a chicken leg?



What do you think you're doing, Ax? Those are the villagers you've just rescued. You're not supposed to hack them in half!

Throwing your magic pots into the air at strategic moments will unleash terrible spirits. Gilius can only manage a storm; fine for knocking the wind out of out the enemy for a bit, but otherwise useless. Ax's mini nukes go down a treat and usually dispose of the smaller characters. Tyris can conjure up unbelievable fire breathing demons which will usually knock out anything.



Everything about this game is good; graphics, sound and playability. One-player is brill; two-player unbeatable. If the Mega Drive can do this now, just imagine what'll be coming along soon...

THE VERDICT 94

SEGA MASTER SYSTEM

'Ere we go, 'ere we go, 'ere we gooo! Hack 'n' slay, hack 'n' slay, hack 'n' slay-aaay! You're Ax Battler the Barbarian whether you like it or not, so shut up and read on. Before you get into monster mashing you pick the type of magic your character can cast: Earth, Fire or Thunder. Magic is stored in small pots which can be reclaimed from thieves during play. Generally the more magic pots in your possession, the more powerful your magic.

You start on the outskirts of Turtle Village and must make your way to the captured King's castle. Movement is very rapid. Characters brandishing swords,



Well if it isn't old Death Adder himself. Sadly though, he's going no further; he's just been skewered by a skeleton.

clubs, axes and meat cleavers come rushing towards you – and unfortunately not in single file. Combination attacks are possible; you might swipe at one of the enemy with your sword, bash him over the head with the sword handle and finish him off by booting him in the balls. It's so satisfying to watch. It's also possible to pick up a marauding Adder minion and hurl him against rocks.

As you progress through the lands, the detailed scenery scrolls smoothly by. Towards the end of each section – Turtle village and Eagle's Pass, for instance – you get to meet giant guardians with silly names like Sergeant Malt and Colonel Bitter. It's no laughing matter though; these guys are seriously enormous.

Golden Axe is very playable; the graphics are exquisite and tune tasteful (but wearing after a while). But sound effects are non existent – as is the two-player mode that made the arcade game so much fun.



Way to go, Ax. Your mini nuke should see old beer breath off.

THE VERDICT 85

WIZARDS AND WARRIORS



Acclaim/£24.95/Nintendo



Don't get excited, it's only the title.



The road is long and treacherous to the walls of castle Ironspire.

Believe it or not, you're an Yves Saint Laurent aftershave in this game. Honest. In fact, you're a 50ml bottle of Kouros. Erm... and the idea is to cock your leg and scent every tree you come across.

Unfortunately the idiot who wrote the instructions made a mistake when writing the word Kouros. For some silly reason the berk spelt it K-U-R-O-S. What a pleb! What's worse, though, is the fact that Kouros is misspelt throughout the entire manual.

Anyway, you sweet-smelling scent, you are a warrior knight who must defeat an evil wizard by the name of Malkil. You begin your quest in the woods of Elrond and must slaughter everything you come across while trying to perch precariously on top of tree tops and branches. It's a real circus act and more often than not you end up on the ground where you started from.

Gems can be picked up which, when you've got enough of them, can be used to open chests containing all manner of magical devices. The powers of levitation, the cloak of darkness and numerous potions are to be found in these chests.

Malkil is a dodgy geezer and knows a thing or two about magic; this explains why everything you chance upon attacks you. As you've only got a sword to fight with things are tough.

Each stage in *Wizards And Warriors* is significantly different to keep you searching and sword fighting, but levels get very tedious. It's all too easy to be knocked from your perch and fall to your doom. The graphics and sound are passable; nothing exciting.

But if you've got the patience (or like an impossible challenge), you'll probably love the game.

THE VERDICT 67



Aaa... aaa.... aaachoooo. Eagh! That's disgusting, Kuros. You could have brought a hanky with you.


IF WAR IS HELL... DRIVE THE DEVIL'S MACHIN
CONQUEROR™
Copyright by Johnathan Griffiths
Action and simulation for strategy without repetition. Conqueror is the ultimate challenge of "leadership under fire" to wargamers of all interests. Engage in authentic World War II tactical wargaming, experience the bloody attrition exacted by the might of the armoured divisions, create your own scenarios and set your own challenges in bringing the elite war machines of the German, Russian and American forces into head-to-head confrontation and combat.
Fight your way through massed ranks of enemy tanks. Live on your wits and the strength of your will as you endeavour to outlast the awesome firepower of your unforgiving enemy. Plan the campaign of action that will outmanoeuvre your opposing platoon commanders and lead to their ultimate downfall.
CONQUEROR
ATARI ST, AMIGA, IBM PC £24
"3D GRAPHIC SYSTEMS CREATED BY DAVID BRABEN – CO-AUTHOR OF ELITE."
All the essential elements for hours of relentless action, excitement and stimulation.
Action, Attrition and Strategy.
Unique 45° viewpoint external to command tank.
180° degree horiz
and 3D scrolling landscape creates authentic forward movement.
Select squadrons from the accurately produced tanks.
American: Chaffee, M36GMC, Sherman Firefly, Pershing.
German: Panzer III, Panther, Tiger I, King, Tiger.
Russian: T34/76, KV1S, KV85, Josef Stalin II
Rainbow Arts, Sketty Close,
Brackmills Business Park, Northampton NN4 0PL.
Rainbow Arts

QUICKIES

Coming in April... the first kerraziee console show. At the Victoria Horticultural Halls, London you'll be able to see and buy the latest gaming hardware and hottest games. Details are sketchy at present but full details next month.

***Chase HQ*, the greatest car game to have graced the arcade scene for a long while, is now available for the PC Engine. Mention on 0803 606146 reckons it can kitt *(Wrong car. Ed.)* you out with a turbo charged Porsche 959.**

You're Zed; half man, half cyborg. Poor guy. And you star in *Robo-Warrior,* the latest release for the Nintendo Entertainment System, where you overcome a barrage of Wisps, Skraugs, Globula, Viripedes and other silly-named characters. Fight now or wait for the review next month.

***Tatsujin*, the frantic arcade blast 'em up, has just been converted for the Sega Mega Drive. It looks as fast, furious and fun as the coin-op. More news next month.**

Just when you thought *Shinobi* had been released on all formats and couldn't possibly appear on anything else, along comes a PC Engine version.

DON'T MESS WITH MY CHOO CHOO

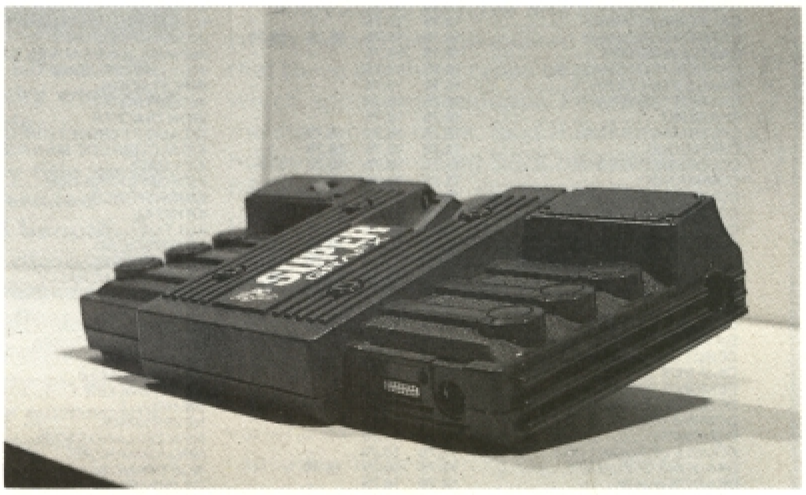
Loadsamoney! Bish, bosh, NEC's answer to Sega's Mega Drive and Nintendo's forthcoming Super Famicom, the Super Graphx, is definitely too much dosh! An extra £100 is a bit steep, isn't it? Erm... let's find out...

The Super Graphx looks spifferoonie and is around four times larger than the Engine, but surely *(Stop calling me Shirley! Ed.)* cosmetics aren't enough? But the Graphx can also have 128 (128!) sprites on screen – that's twice the number available in the Engine. The palette has been boosted to over 4000 colours (quadruple the PC Engine). And enhanced graphics chips mean no flickering and everything jollied along at much greater speeds.

NEC's Graphx isn't a 16-bit machine like the Mega Drive or the Super Famicom: it contains the same ageing 8-bit processor as the Engine. But with such sophisticated video hardware, it hardly needs anything else. Resolution and sound stay the same; only the colours and the ability to manipulate chunks of graphic data have been changed.

PC Engine games will run, no problem, in the new machine (the reverse is not true) which is just as well really as only the stunning *Battle Ace* is available for the Graphx. It's fast, and much like *Afterburner* in that you control a fighter, wasting everyone else whilst covering your ass. Six more titles are expected in the next two months.

So the Graphx (or much-vaunted PC Engine II) is available here after all. Obviously the console crazy Japs didn't snap up the 50,000 units in less than a week as some Sun journalist predicted. Most regular UK Engine dealers will be selling the machine. What's not so cheery is the price: a few pennies under £300. Good grief.



Sockets in the front of the Graphx accept PC Engine-style joypads while the expansion bus at the back could, were such things available, accept a disk drive and keyboard.

KOMMODORE KONSOLE KONFIRMED

A few issues back we suggested that Commodore might be jumping on the console cart (well it's hardly a bandwagon, is it?). Well, at the huge Consumer Electronics Show in the States all was revealed to few publishers and programmers.

And jolly scrumptious the new machine sounds, boasting a CD-ROM unit as standard and possibly a remote control joypad. Details of what makes the machine tick aren't available yet, as those who saw the machine were told they'd get slapped writs *(Ho, ho! Ed.)* if anything about it was leaked.

One thing is certain, the console in its current configuration would cost a pocket-numbing, sale-stopping £500. Ouch!



Not a Commodore console, but close...

IVOR THE ENGINE

Not another (pain in the) NEC story? Well, yes. NEC have more versions of the PC Engine than Telly Savalas has hair *(Er... none. Ed)*. That's not quite true; he has some under his arm. There's the PC Engine wot you all know, the recently introduced Super Graphx, the US Engine and the scaled down Japanese Engine. Nec is now planning a hand-held PC Engine.

The new machine will run all existing PC Engine carts and feature a three-inch LCD screen. One possibility, not decided on, is that the clockwork Engine will come with a video output enabling it to be hooked up to a TV. Summer looks like the likely launch date and $199 the probable price.

DID YOU GET A GAME BOY FOR CHRISTMAS?

New carts please. *Tetris* and *Super Mario Land* are dead! Finished, gone, kaput! You've had enough of them. You *have!* Time for something new...

DRACULA

Price: £29.99/Available now

CONSOLE CLASSIC

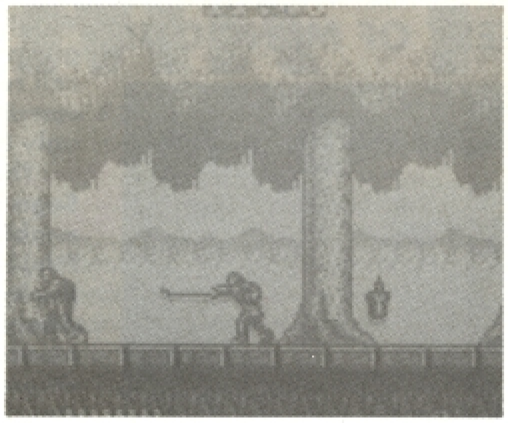
Armed with goose pimples, loincloth and whip, Simon wosisname makes a raptuous return in *Wild Wanda And Her... (That's enough of that, thank you. Ed.)*...on the trail of the not-very-nice-at-all Count Dracula. Anyone familiar with the blue movie... erm, with Konami's *Castlevania* on the Nintendo will recognise the gameplay.

Your skimpily-clad character has to walk, jump and whip his way through scrolling screens of passage-ways and underground corridors in search of Mr C. On the way, Simon encounters opposition in the shape of bats, rolling eyeballs, boomerang-throwing boss monsters and leaping demons. Collapsible blocks, destructible bridges, ropes and other things are there to help and hinder. Well, hinder mostly.

Thrashing burning lamps gives you power-ups which can be collected for extra energy, whip-missiles, shields and extra lives. At the end of each level Simon encounters a monster which needs lots of whipping before it's satisfied.

Without doubt *Dracula* is the most polished Game Boy title so far. It features exquisitely detailed scrolling backdrops and beautifully animated creatures. An atmospheric stereo soundtrack warbles along with the action. Sound effects like popping eyeballs are excellent too.

But it's not just a pretty picture, for *Dracula* offers meaty gameplay with hard arcade-style action. Control of the main character is responsive and smooth and the mission long and arduous. The action gets a tad repetitive after a while, but there's enough variety to keep you whipping for some time. And the ever-so-handy continue option makes the game that much more unputdownable.



Hit me, hit me, hit me... hit me with your stinging stick. Whacky whipping fun is to be had in *Dracula*.

THE VERDICT 90

ALLEYWAY

Price: £29.99/Available now

Forget the storyline – this is *Breakout*. Simple as that. Sadly it doesn't go as far as the *Arkanoid* games in terms of variety, but it's better than the boring Atari VCS jobbies which had people in raptures about 500 years ago.

Alleyway does have one or two twists – don't get too excited though – in that there are three types of screen which appear in sequence. First comes the static brick block, next the horizontally-scrolling brick block and finally the vertically-plunging brick block. Complete those three and you move to a bonus screen where the idea is to clear the whole screen with a single ball in 30 seconds. After that, it's on to the static brick block... and so on until the finale 32 screens later. Exciting? Ha!

The game really could do with some variety: extra balls, lasers, a few bonus capsules, hidden bricks etc. and more interesting opening screens. The first patterns are, um, well... dead boring.

Alleyway isn't a a complete disaster, but a preferred buy only when you're loaded and can't find anything else.

THE VERDICT 53

TENNIS

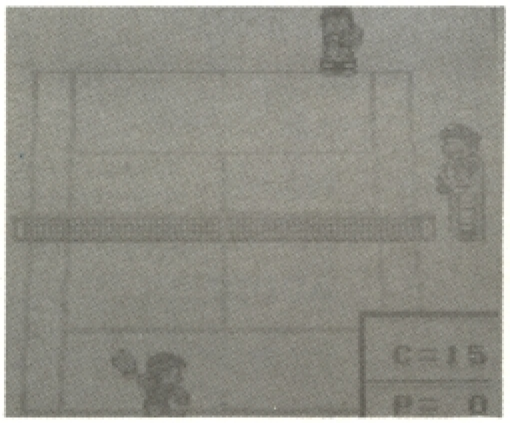
Price: £29.99/Available now

No prizes for guessing what this one's about (although you can claim for a free brain transplant if you think it's a game featuring the number between nine and 11). Basically it's a tennis game. Erm... that's it really.

You can hit a volley or a lob by pressing the A and B buttons respectively. And you can vary the direction of the ball by pushing the joypad as you hit the ball. Pushing the joypad left will send the ball left. Amazing really. Pushing down while hitting the ball performs a drop shot (getting technical now) and pushing up drops the ball near the baseline. Incredible, eh? You can play a one, two or three set game while Mario referees.

Along with *Tetris* and *Baseball*, *Tennis* lets you play against another humanoid via the video link cable doobrie. If you're a miserable sod with no friends, you'll have to put up with the devious computer players.

Although the graphics are minimalist, they do the job: the action of the all-important ball is smooth and realistic. The sound track is really up-tempo and great through the earphones.



Dennis is a menace with his 'Anyone for tennis?'

THE VERDICT 74



GETTING THE CARTS

Yes, yes, we all know it's difficult getting carts for the Game Boy. Don't go on about it. Whinge, whinge, whinge. That's all you ever do. Stop it! Try contacting Micro Media (0743 271792) or Telegames (0533 880445) for the latest releases (well actually, the ones we reviewed on this page are the latest) and the hottest prices.

GET THIS!

WIN AROUND £600 OF SEGA MEGA DRIVE KIT AND SOFTWARE COURTESY OF MENTION!



Nice to Sega to Sega nice. There's no doubt about it – the Sega Mega Drive is one of the most sought after games machines ever, boasting stereo sound, 512 colours, enormous processing power and software that's unequalled by any home computer or console. It's like having an arcade machine in your own home! What's more, the Mention machine being given away here is extra special because it can run on your TV or RGB monitor at the correct speed and without showing those ugly borders at the top of the screen.

The lucky winner will receive not only a Sega Mega Drive, 50/60Hz switcher (which enables the machine to work correctly on UK TVs) and a Mega Drive Arcade Stick but also the following fabulous games: *Alex Kidd, Altered Beast, Super Thunderblade, Space Harrier II, Thunderforce II, Ghouls 'N' Ghosts, World Championship Soccer, Super Hang On* and *Rambo III*. Phew, that's what you call one corker of a prize...

YOU KNOW IT MAKES SENSE

So stop messing about and just match the catchphrases to the celebs in the pictures below. If you think for example that celeb 'A' is responsible for catchphrase 3, then write 3 in the appropriate box in the coupon below.

The first entry pulled out of Tim Ponting's drawers (hem) on April 30th 1990 will win the whole caboodle. That's it. No deals or bribing the editor. Simply fill in your name and address, pop the coupon (or a photocopy) in the post and send it to My Name's Really Roy Walker And I'm... Erm... Proud Of It Compo, Console Action, ZERO Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ.

RULES

No Dennis or Mention bods are allowed to enter.
All entries received after 30th April 1990 will be used to gag Tarby.
The Editor's decision is final and he's the one that wears the pants.

I'M REALLY ROY WALKER COMPO







The three celebs are responsible for the following catchphrases...

A ◯ B ◯ C ◯

1. **Whatever you do, don't mention the war.**
2. **I'm Brian and so's my wife.**
3. **You get an 'ology, you're a scientist.**

NAME ....
....
ADDRESS..
....
....
....
POST CODE ....

CHEAT!

Crumbs, it's the corner crammed with craftiness, charlatanism and collusion for your console charts.

RAD RACER
Sega
To continue from the level you just died on, press the Start button while pressing the A fire button.

LEGEND OF ZELDA
Nintendo
Enter your name as Zelda to start the game on the second quest.

ACTION FIGHTER
Sega
You can get rid of helicopters by changing into a bike and then back to a car.

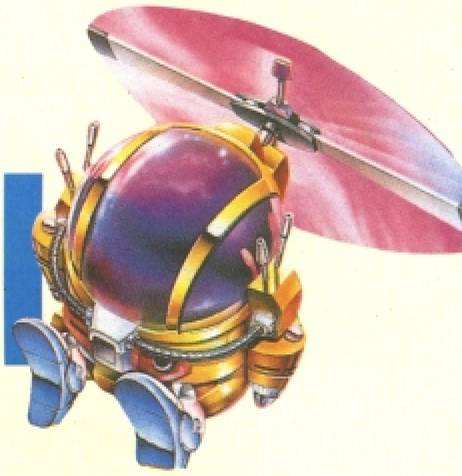
ALEX KIDD – MIRACLE WORLD
Sega
Push Up and press button 2 eight times when the game over message appears to gain a continue option. This only works if you have at least $400.

PACLAND
PC Engine
Look in the first hydrant in the game and you'll be awarded with a helmet which protects you from falling ghosts.

SPACE INVADERS
Atari 2600
Flick the power switch on the old 2600 model on and off quickly until you only see the floor, background and mothership. Press the game reset button and start a game. You'll be able to fire two missiles rather than one.
Michael Savva, Basildon.
Ye gads, Michael, this one sounds a tad risky. But you're getting a prize for it simply because it's the strangest cheat yet to appear in Console Action.

GAIN A GAME
You too could win a fabulous game for your console (although it's a tad tricky to get anything fabulous for the Atari 2600 any more) simply by getting your game-busting hack printed in Cheat!. Just scribble your tip down on a piece of paper (not forgetting to state which machine it is for and, should you win, which machine you would like a game for) and send it pronto to Cheat!, Console Action, ZERO, Dennis Publishing, 14 Rathbone Place, W1P 1DE.

MR HELI



Irem/£29.95/ PC Engine

Hooray, hooray it's a Heli, Heliday... Ooops, sorry. For 10 points: why is it that film licences, coin-op conversions and even ordinary conversions take so long to materialise on the PC Engine? Answers on a postcard to...

Mr Heli has been available on a number of other consoles and numerous home computers for a long while; only now do PC Engine owners finally get the chance to sample the delights of this cutesy 'copter and its crazy capers.



Look at the size of that diamond and it's right overhead. Just think of the money. You're going to be able to buy plenty with that.

You control Heli through a world rich in diamonds and deadly lifeforms in search of... erm, diamonds and deadly lifeforms. That's it really.

There are diamonds hidden in rocks and they only appear when you blast at the rock surface. But not all rock contains diamond so you've got to be selective, be ob-jective... get a life... (*Oh, no, he's off again. Ed.*)

By using a combination of forward and overhead cannons you can blast just about anything that comes close. And plenty does venture too near for comfort; must be something to do with the fact you're reaping the land of its wealth. Landing and firing upwards causes Heli to unleash a whole torrent of bombs from below. Confused? On the ground you can only drop bombs and fire forwards; in the air you can fire upwards and forwards. Yes, it's back to front – the Japanese are funny like that. The action is viewed from the side and as you move the landscape scrolls; horizontally at times and vertically at others.

Apart from getting a large wad and wasting aliens, you can stop off at ammo shops and buy cannons, bombs,

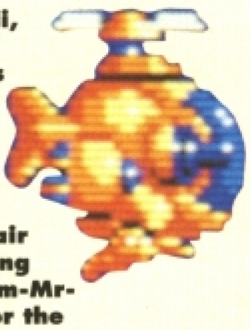


That's one mean mothership you've stirred up. Defeat it and you go on to the next stage. Fail and you die.

rockets, shields and even extra energy, assuming you've amassed enough of a fortune. These pleasures in life don't come cheap, so expect to do some heavy duty mining before you get to do any serious spending.

Mr Heli is definitely at his cutest on the PC Engine. The graphics are colourful and detailed and the zany tune that accompanies you as you blast about your business is actually rather pleasant. Don't let the pretty pictures put you off though: this game is for hardened arcade addicts as it gets hard very fast.

THE VERDICT/81



Yes, you! Mr Heli, you have been voted Mr Spoons by Diamond Geezer. That means you'll have to wear your clothes inside out, your hair in a centre parting and wear an I-am-Mr-Spoons badge for the rest of your life...

Many thanks to Micro Media (0743) 271 792 for supplying the review copy of *Mr Heli*.



You ever heard of diamond clouds? Because that's just what you're about to fly into.

CRYSTAL TIPS*

*AND ALISTAIR

MIDWIN

By bribery, extortion and threats of front row seats at Jason Donovan's next Wembley appearance, ZERO managed to persuade *Mike Singleton* to give the low-down on his massive masterpiece, *Midwinter*...

You're ugly, spotty and usually have rather a lot of thick green snot dribbling out of your nose. Not only that, your favourite drink is a half of lager and pineapple juice. Add to this the fact that *Galaxians* has you stumped on level one and you're in desperate need of Crystal Tips. Fortunately for you lot, *Sean Kelly* is on hand to oblige...

FIGHTING FIT

Keep a close eye on your muscle power diagram. Try to rest before you get totally exhausted, otherwise you can get caught out by surprise enemy attack and find yourself blacking out in the midst of a battle – definitely *not* recommended. If you pass a cosy looking building during your journey across the white wilderness, take a few minutes rest there – you'll feel the benefit much more than resting out on the open tundra.

SKIING

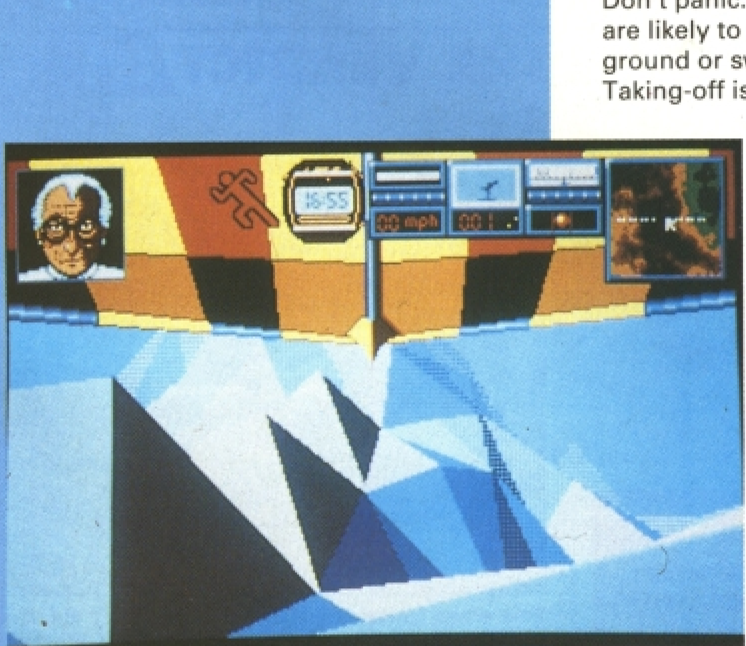
To maximise your speed, stick as much as possible to the bottom of the gullies and head along the U-shaped valleys you'll find in the landscape. The friction as you go over bumps slows you down, so avoid them as much as possible.



Skiing down vertiginous mountainsides is another matter altogether. The technique to employ on really steep slopes is called 'traversing'. Instead of heading straight down a slope, you get down the mountainside in a series of zigzags. This technique works equally well in *Midwinter* as in real life.

HANG-GLIDING

Don't panic. Sudden, wild movements are likely to take you plummeting to the ground or swerving into a mountainside. Taking-off is the trickiest moment of all. If you've got yourself pointing in the right direction (down a slope not up it!) you shouldn't need to touch the controls until you're actually airborne. Once airborne, just tickle the controls until you've achieved some real height.



Over high ground where there's lots of lift from the updraught, if you want to keep your speed as high as possible, you must be a little more daring: maximum speed means flying as close to the ground as possible. Over low ground, you can only get lift by keeping very close to the ground. Inch the nose up to stop your feet from touching the ground.

Some of the neatest manoeuvres can be performed when you're heading towards a cliff or steep mountain. If you keep your nerve and head straight towards it, suddenly the updraught will grab you and you'll soar upwards over a precipice, like you've just jumped an invisible lift!

SNOW-BUGGIES

Driving a snow-buggy is usually easier than falling off a log. The only things to watch for are steep slopes. Stick to the low ground wherever possible, even if this means making a long diversion.



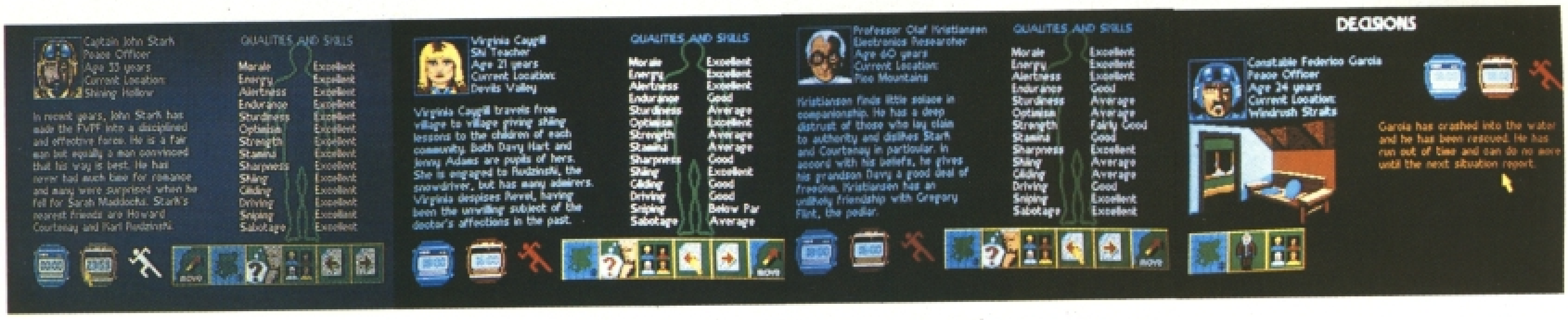
AMBUSHING THE ENEMY

Enemy armoured units have two classes of vehicle – the nasty ones and the sitting ducks. They move very predictably in long convoys and even better, they don't fire back at you! Sniping is the thing here. Find a nice tree and climb up it. Church steeples are even better – they're twice as high. Then just wait for the sitting ducks to come waddling along. If you wipe out an armoured unit's supply train, it will come grinding to a halt and won't have much ammunition to fire at you either!

Another favourite ambush tactic is the 'swoop'. Position yourself on a steep mountainside and strap on your skis. As the enemy vehicle comes trundling along through the valley below, swoop down behind it. Wait till its squat shape nearly fills your goggles and then lob a grenade in its general direction, at the same time swerving sharply. The grenade bounces towards the hapless snow-buggy and wham! You got 'im Cap'n. Erm... this technique is not recommended while skiing uphill.

TER





BRAINS OVER BRAWN

So now you're a perfect skier, a wonderful pilot and the Alan Prost of snow-buggy drivers, not to mention the Ian Botham of hand-grenade chuckers. But you're still getting trounced. Yes, you need cunning as well as power to beat General Masters.

Since the enemy follows a different plan of attack in each game of *Midwinter* there's no single recipe for success. But it's useful to know the capabilities of the members of the Free Villages Peace Force and what sort of missions they are best suited to. Piecing the suggestions together, you can plan a campaign for whatever attack the enemy launches.

CAPTAIN JOHN STARK



Captain Stark is an excellent driver and a good all-rounder. He's also a good recruiting officer. Wherever he starts off, your first priority is to get him a snow-buggy. Then he can start to activate the other members of the FVPF. After he's recruited a few people, you can then afford to send him off against the enemy to devastating effect. Don't bother to use him for sabotage unless it's absolutely vital – he doesn't like blowing things up and he's not very good at it!

VIRGINIA CAYGILL



Virginia is the skiing instructress and the only excellent skier in *Midwinter*. She is also very well liked and is very useful for recruiting some of the grumpier and more cantakerous men, Professor Kristiansen in particular.

Virginia is found in the Snowstorm Valley. When you've recruited her, she should head west to Deathwatch Pass to recruit little Jenny Adams. From there, Virginia should head north to the Pico Mountains cable-car station. Go up the cable car with her and then ski north across the mountains to Diamond Valley, where she will be able to recruit Prof. Kristiansen, the radio expert. Then if need be she can head west into Devil's Valley to recruit young Davy Hart.

PROFESSOR KRISTIANSEN

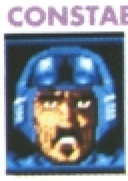


The old Prof. needs help to get around, so once he's recruited at his house in Diamond Valley, a snow-buggy should be his first priority. Then you drive him round to the radio station in Snowstorm Valley. Using his electronics expertise, he'll be able to force a radio message through the enemy jamming and recruit a total of four other people. This makes him extremely valuable.

DAVY HART

Young Davy starts the game at the store in Devil's Valley. Like his friend, Jenny Adams, he's young and fit, well able to tackle long, hard journeys. The one thing he lacks is experience. He is the only person in the game who can recruit Rudel the hunter who is a valuable asset to your side – tough, rugged and an excellent sniper. Once Davy has been recruited, he should move east to Mad John's Pass and take the cable car up the mountains to Rudel's hut. After he has recruited Rudel, Davy can be used to slip past the enemy (who take little notice of children) and recruit others. Davy has been taught to hunt by his friend Rudel and is a good sniper too.

CONSTABLE FEDERICO GARCIA



An excellent strategy is to take out all the enemy held radio stations. This kills the jamming signals that swamp the airwaves and enables you to recruit everyone simultaneously. However, there is one radio station at Snowgoose Fell that is deep in enemy territory at the very start of the game. The best man to take this out is Federico Garcia. At the start of the invasion, he is to be found at the Sierra Garcia Settlement. He is good at both skiing and hang-gliding but his fiery temperament makes him a poor snow-buggy driver. Despite the fact that he's clumsy at sabotage, he's still got the best chance of destroying the Snowgoose Fell radio station.

First, Garcia skis west to the Claypipe Gorge cable-car station. It's rough country but Garcia is a good skier and it takes him about 25 minutes. The cable-car journey up the Sierra Madre takes him a further 20 minutes but he rests during the journey and he's back at peak fitness when he reaches the summit. From there, Garcia launches himself off in a hang-glider, flying southeast towards the distant Snowgoose Fell. The first part of the journey, over the Sierra Madre, is easy but as he approaches Snowgoose Valley, the updraught falls away and he rapidly loses height. Look closely at the mini-map, trying to keep to the light-green higher ground of the valley. Garcia just grazes the hill tops as his speed drops away to no more than 20 mph. Then, at last, the ground of Snowgoose Fell approaches and Garcia finds updraught again. Gradually he rises higher and higher, eventually flying right over the top station of the Snowgoose cable-car run. A short distance further on, he spies the spiky mast of the radio station and then circles in to land.



His tricky flight has taken one and a quarter hours. It is now just two hours since he left Sierra Garcia. After the next situation report, he can wire up his explosives and blow the Snowgoose Fell radio station to smithereens!

After that, who knows? Heading further south, deep into the enemy heartland, he might even reach Shining Hollow where General Masters sits safe and secure in his brand new H.Q...

STOP

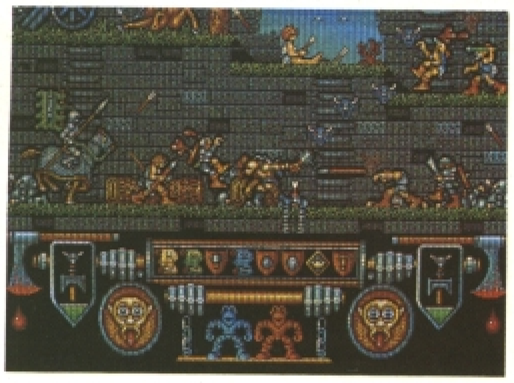




ONSLAUGHT

Jon Riglar, a name probably familiar to those of you who have upgraded from a Speccy or some other 8-bit jobbie, brings you the lowdown on the bad guys you're gonna encounter in Hewson's colourful epic and exactly how to deal with them.





FOOTMEN

Footmen aren't that difficult to deal with and a good thump with the mace should sort them out good and proper. Try to attack them when you are in the 'duck' position, to avoid getting a good kicking and a dented head.

WIZARDS

Wizards are the rotters who lob power bolts in your direction. Now, doubtless another wizard or mage type would simply say 'Pah. Feeble magic.' and bung back an even bigger power bolt that wouldn't look out of place in a Spielberg movie. You aren't such a wizard, so unless you have picked up a Demon Shield or Magic Demon weapon to chuck at him, the best thing to do is run away.

SPEARMEN

These are the chaps who come trolling onto the screen, whizz a huge spear in your direction and then, with nothing else to do, probably wander off to pick their nose or count their toes or something. The best thing to do, you won't be surprised to hear, is either duck, climb a ladder or jump to another ledge to avoid the spear. Also be careful not to jump into the path of a spear, as it glides across the whole length of the screen with ease.

MINES

Not much to do in the old tactical department here. I mean, it's not as if you could take a mine on in unarmed combat, duff it up and stroll off while it begs for mercy in a corner. The thing to do is simply avoid them, picking a different route wherever possible. If you are getting a severe kicking, however, it might be worth leaping onto one because although your energy level will plummet, all your assailants will be blasted into a thousand chicken McNuggets – and serves 'em jolly well right too.

CANNONS/BALLISTERS

Very similar in action and effect, these two. Cannons bung balls at your legs whilst the ballisters aim for the cranium. The best way to take them out of action is to charge and welly 'em with your mace. Once out of commission, the crew stand around like so much mace fodder, so it's happy slapping time again with your mace flying everywhere. Once a level has been cleared of cannons and ballisters, you can leap around the nearby ledges, creeping up behind the other enemy posts and knocking 'em out one by one. Don't use the Magic Demon spell, though, because there's every chance that a falling cannon barrel could meet your head with stunning (no!) consequences.

RIDERS

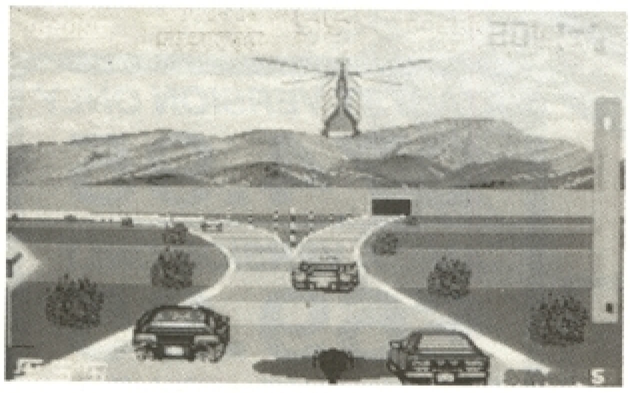
Riders all share the same characteristics in that they charge at you and attempt to squash you. They include Boat Riders, Carpet Riders and Cavalry. If you can use a Demon Shield or Magic Demon spell on them, save yourself a lot of bother and do so, keeping as far away as possible. Carpet Riders and Cavalry can be knocked out from a distance by arrows or Naptha bombs but once the transporter has been trashed, you then have to give the occupants a good bashing, because by now – quite understandably – they are a little bit pissed off. Towers are big and require two or three well placed arrow shots or mace hits before they are ripped apart. Harry the Knight (Well, he could be called Harry) is another tough cookie. You'll need to severely thump him around the laughing tackle in order to dent his armour. Just say NO! Run away and hide in a corner, shout insults about his horse's complexion and then chuck some demons at him when he's not looking. If you want to be a total swamp donkey, stand at one end of the screen and lob arrows at him. Then write and let us know what happens.

BERZERKERS

Run away and hide. Cry, call for mother, etc., etc.

GUTLESS GULLY

Seeing as you lot have got a massive directory on the front cover this ish, GeeGee is going to be just a tad different, being a mix of general tippies with the odd cheat thrown in. One thing we aren't coming across is any PC tips or cheats. Why not? I mean, surely some PC owners have got games? Please. Pretty please. Send me some PC stuff and the best of it will receive some totally fab software courtesy of ZERO.



CHASE HQ

AMIGA

As you begin any level, hit the space bar like a demented Jerry Lee Lewis, and you'll get extra turbos without wasting any of your own. **Harmeet S. Jandu** sent us that one. Cheers old fruit.

NEW ZEALAND STORY

ST

No, not the vulgar one. We don't print stuff like that in ZERO. (It's in the cover booklet.) On level 2.4, stand at the entrance to the room where the giant octopus is, face right and start shooting. A time machine will appear which will take you to level 3.1. Gosh.

SHADOW OF THE BEAST

AMIGA

When loading, wait for the last intro screen, then hold down the joystick button and left mouse button simultaneously until you are told to swop disks. Thanks to **Crucial Graffix** for that one. I'm sure Mr. and Mrs. Graffix are very proud of you, Crucial.

VOYAGER

ST

Ocean's oldie is now out on a compilation, so I thought I'd include this tipette. Type 'When the sweet showers of April fall' for a bit of fun.

ELIMINATOR

ST AMIGA

Those of you still struggling on Hewson's totally fab game have **Daniel Pemberton** to thank for the following level codes. To enter any of them, press the HELP key and type away. 2: AMOEBA. 3: BLOOOP. 4: CHEEKI. 5: DOINOK. 6: ENIGMA. 7: FLIPME. 8: GEEGEE. 9: HANDEL. 10: ICICLE. 11: JAMMIN. 12: KIKONG. 13: LAPDOG. 14: MIKADO.

KELLY'S HEROES



As you probably realise, Binky is tragically dead. Last seen hanging around on a barbed wire fence in Switzerland, he is, you won't be surprised to hear, unable to deal with any further correspondence. So for those of you who are stuck on the sixty-third screen of *Mutant Banana Eating Aliens From Accrington*, or even dying to know how to get infinite lives on *I Married A Mutant From Manchester*, Sean Kelly has bravely stepped into Binky's breeches and booties...

You know the feeling. You've been playing a game for four months and reaching the same screen and getting thoroughly stuck for the last two of those. You know there's a really simple way out, that's probably staring you in the face and shouting 'Over here, Stupid. What... Are you brain dead? It's obvious... LOOK AT ME.' What's needed is a bit of help, from someone who's been stuck in the same place. That's where Kelly's Heroes comes in.

It's perfectly easy to use this column. This is for those problems that are fairly specific and aren't likely to get featured anywhere else. It's for games that are out on compilations, that you may have got into several months after buying or that don't lend themselves to standard tipping. Other mags would leave you in the lurch, but not ZERO. What I want you to do is drop me a line about any petite problemettes you're having with a particular game and I'll either get onto the programmers and get them to sort it, or I'll get my head round it myself, or stick it in my column and get all our other readers to straighten it out.

Simple and straightforward or what? Next month I'll be wading into the sackloads of mail that will doubtless be piling up on my doorstep. At least, I hope so...

IMPROVE

Well, it looks as though Father Christmas did get my letter after all, because this month's column has some stuff that isn't for the Amiga! Yes indeed. And it looks as though the Freestyle bunch have got some stiff competition from a new regular contributor to IYHL...

TELL THE TRUTH: THE IYHL VERSION

"My name's David Brown, and I wrote the *Batman* hack for issue 3." "My name's Mark Lawrence, and I wrote the *Batman* hack for issue 3." Only one of these people is telling the truth. Will the real hacker who wrote the *Batman* hack please stand up.

Well, David's still sitting down. I'm afraid to say that there's a thief in our midst. David Brown ripped Mark's *Batman* hack from a back issue of ACE (and it was written for the old *Batman* game, not *Batman The Movie*), so lots of humble grovelly slurpy bits go to Mark and lots of angry punches to the head to David. I will in future be keeping an eye open for hacks from other mags, so PLEASE don't send in POKEs which aren't yours. You'll save us both a lot of time and hassle.

INTERPHASE HACKATTACK

Just to show there were no hard feelings, Mark Lawrence sent routines for *Interphase* on both ST and Amiga. That's right, this month's IYHL has an ST routine in it!! They both give infinite energy. And we don't know of anyone who has finished it – even after reading a solution for the first few levels – so this might help...

INTERPHASE (Amiga)

```
10 REM INTERPHASE AMIGA BY MARK
LAWRENCE
20 DIM CODE%(255)
30 FOR N=0 TO 111
40 READ A$:A=VAL("&H"+A$)
50 CODE%(N)=A:NEXT N
60 CHEAT=VARPTR(CODE%(0)): CALL
CHEAT
70 DATA 70FF,2C78,0004,4EAE,FEB6,
2200,5280,6700
80 DATA 009A,4BFA,0114,3AFC,0400,
429D,3AC1,93C9
90 DATA 4EAE,FEDA,2AC0,2A8D,2B4D,
0008,589D,4295
100 DATA 4BFA,00B6,1ABC,0005,3B7C,
0030,000A,41ED
110 DATA 0038,2B48,0006,41FA,0086,
7000,7200,43FA
120 DATA 0090,4EAE,FE44,4A80,6650,
700C,99CC,614C
130 DATA 7002,49F9,0007,0000,6142,
397C,007F,0048
```

YOUR HEX LIFE!

```
140 DATA 397C,00D0,00FE,397C,007E,
0150,297C,6000
150 DATA 0106,00B2,41FA,0012,43EC,
01BA,7008,32D8
160 DATA 51C8,FFFC,4EEC,000C,31FC,
31FC,06E4,21FC
170 DATA 4A78,775A,06E6,4EF8,041C,
4E75,43FA,0032
180 DATA 3340,001C,234C,0028,42A9,
002C,237C,0000
190 DATA 0400,0024,337C,0030,0012,
4EEE,FE38,7472
200 DATA 6163,6B64,6973,6B2E,6465,
7669,6365,0000
```

INTERPHASE (ST)

Type in this poke, save it to disk and then RUN the whole shebang with the *Interphase* disk in drive A. The game should now load with infinite energy.

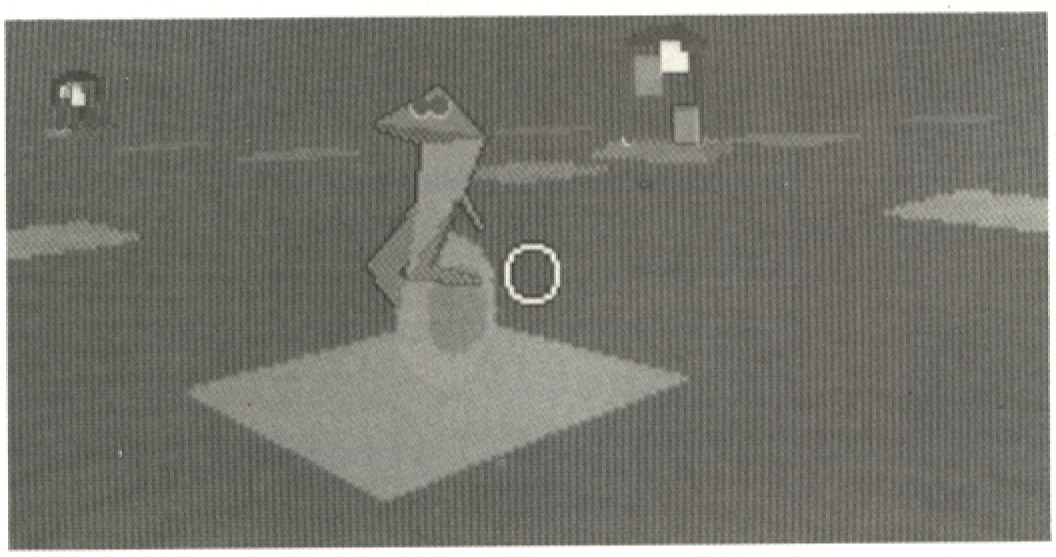
```
10 REM INTERPHASE ST BY MARK
LAWRENCE
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM REMOVE THIS LINE
IF USING NEW BASIC
40 READ B$:B=VAL("&H"+B$)
50 WHILE B<&H10000
60 POKE CHEAT+X,B:T=T+B:X=X+2:READ
B$:B=VAL("&H"+B$)
70 WEND
80 IF T<>B THEN PRINT "DATA
ERROR":STOP
90 CALL CHEAT
100 DATA 42A7,3F3C,0020,4E41,2C78,
04C6,3EBC,0001
110 DATA 2F0E,2F3C,0004,0002,4E4D,
4FF9,0008,0000
120 DATA 41FA,001E,3418,224E,7200,
3018,0380,6702
130 DATA 3218,D2C0,32D8,51C9,FFFC,
51CA,FFEA,4ED6
140 DATA 0002,001A,707F,007A,6060,
00DD,0008,31FC
150 DATA 31FC,0644,21FC,4A78,7C08,
0646,4EF8,0400
160 DATA 000A8A44
```

GHOSTBUSTERS II (Amiga)

For his final offering this month, Mark has sent in a routine for Activision's *Ghostbusters II*. Type this lot into AmigaBasic (save it if you want), RUN it then restart the Amiga using the 3-key reset (Don't turn the power off!). The game will now load with infinite lives and slime.



```
10 REM GHOSTBUSTERS II BY MARK
LAWRENCE
20 DIM CODE%(255)
30 FOR N=0 TO 53
40 READ A$:A=VAL("&H"+A$)
50 CODE%(N)=A:NEXT N
60 CHEAT=VARPTR(CODE%(0)):CALL
CHEAT
70 DATA 2078,0004,41E8,0022,43FA,
0016,2149,000C
80 DATA 7200,7017,D258,51C8,FFFC,
4641,3081,4E75
90 DATA 202E,FE3A,41FA,0044,2080,
41FA,0014,43F8
100 DATA 0300,2D49,FE3A,700F,22D8,
51C8,FFFC,4E75
110 DATA 0CA9,0007,D300,0028,661A,
23FC,6100,FA20
120 DATA 0007,C534,23FC,33FC,0001,
0007,C538,23FC
130 DATA 6000,0082,0007,C540, 4EF9
```



HOW TO BEAT THE HELL OUT OF YOUR GAMES

If you want to use the routines printed to beat the hell out of YOUR games, you must be able to answer "yes" to each of the following questions:

1 Have I got an electricity supply?
2 Have I got an Amiga and/or an ST?
3 Have I got any hands (or at least a finger)?
4 Have I got the game for which the hack has been published?

Now do the following:

1 Type the listing EXACTLY as shown into the Basic on your machine.
2 Save it to disk for future use.
3 Put your original disk in drive A.
4 RUN the program.
5 If you get an error (Data Error, Out of Data, Integer too big etc) then check the Data – you've missed out a number, letter or comma somewhere.
6 If everything's tickety-boo the game should load and run automatically, with the POKEs firmly in place. If it just sits there, check the blurb about the routine – you might need to reset the machine or click the mouse button or such.
7 That's it. You can now play the game and happily beat the hell out of it. Don't say I never give you anything.

Well that's that for another month. Mark seems quite an able young man, don't you think? I'm sure we'll be seeing quite a bit of him in the coming months, but if you want us to see quite a bit of *you*, send your bits *(Lumme! Ed.)* to **Jon North, IYHL, ZERO, 14 Rathbone Place, London W1P 1DE.** Anything published wins a ZERO T-shirt. By the way, if you want to send hints 'n' tips but not POKEs, address your letters to Sean Kelly at Crystal Tips (address as above). See y'around, sport.

STOP

FREE! OCEAN ST, AMIGA OR PC GAME OR ZERO HERO T-SHIRT!*

Get your hands on a superb Ocean game on ST, Amiga or PC by taking out a TWO YEAR SUBSCRIPTION to ZERO. You'll also get 24 copies of the best 16-bit and consoles games mag around (plus any FREE cover-mounted disks) for a measly £35.95. That's just 46 pee an issue after you've deducted the value of your FREE game. Bit broke? Then go for a ONE YEAR SUBSCRIPTION to ZERO for £19.95 and a fab FREE ZERO HERO T-shirt worth £5.99. So fill in the coupon NOW!

1 YEAR SUBSCRIPTION

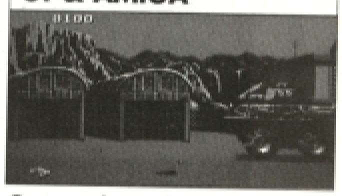
Get a Zero Hero T-Shirt
WORTH £5.99!



2 YEAR SUBSCRIPTION

Choose from any of these SIX games!
WORTH £24.99!

ST & AMIGA



Operation Thunderbolt

ALL FORMATS



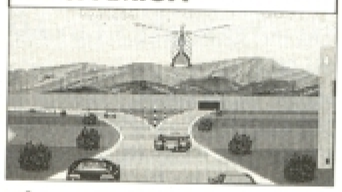
F-29 Retaliator

ST & AMIGA



Batman

ST & AMIGA



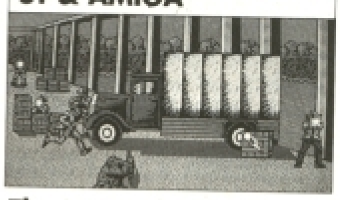
Chase HQ

ST & AMIGA



Lost Patrol

ST & AMIGA



The Untouchables

ZERO SUBSCRIPTIONS

● Please tick appropriate boxes:

ONE YEAR

❑ UK only £19.95
❑ Europe & Eire £24.95
❑ The World £29.95

● **I'm a bit of a miser at heart so I've gone for the one year subscription. I'd like a ZERO HERO T-shirt in the following size:**

❑ Small ❑ Medium ❑ Large ❑ X-Large

TWO YEARS

❑ UK only £35.95
❑ Europe & Eire £45.95
❑ The World £55.95

● **I've sensibly plumped for a two year subscription so the Ocean game and format I'd like is:**

❑ The Untouchables ❑ Batman ❑ Chase HQ
❑ Operation Thunderbolt ❑ F-29 Retaliator ❑ Lost Patrol
❑ ST ❑ Amiga ❑ PC

● Your new game will be sent separately from your first copy of ZERO so please be patient.

❑ **I enclose a postal order/cheque for £.................... made payable to Dennis Publishing Ltd.**

❑ **Please charge my** ❑ **Mastercard** ❑ **Visa** Card number... ❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑

NAME ______________ **SIGNATURE** ______________

ADDRESS ______________

POSTCODE ______________ **TEL NO** ______________

Send the completed form to: **ZERO Subs DPL, FREEPOST CN2282, Mitcham, Surrey, CR4 9AR.** FREEPOST is only available in the UK. Overseas readers must send the form to **Subscription Department DPL, ZERO, 120-126 Lavender Avenue, Mitcham, Surrey CR4 3HP.**

REF ❑❑❑❑❑❑❑❑ **ZERO** **587/006**

***When you take out a one or two year subscription to ZERO or grow your toenails two foot long.**

ARTIFACTS

***Alan Tomkins* has been sent to Coventry. On work he says. Believe that and you'll believe anything. Still, after a lengthy absence, he's returned with a bag full of packages. *Cyber Paint 2*, *Rombo Vidichrome* and *Frame Grabber* get spattered with poster paint on the ZERO drawing board...**



***Cyber Paint* has to be the most underrated ST Art Package but things are about to change. *Cyber Paint 2* is currently the best of the bunch.**

CYBER PAINT 2

C*yber Paint* has been around for a couple of years. Totally underestimated, not only is it an excellent paint package but also offers the best full screen animation and trick effects on the ST. So it's not exactly a big shock that *Cyber Paint 2* seems set to be pretty poop-hot property for the future...

CYBER GEAR

Cyber Paint 2 comes on two disks. Numero uno contains the main program plus the following applications: *Animate 4*, the fourth generation animation display program for the ever-increasing *Cyber* family and a program called *STRTODLT* (rolls easily enough off the tongue) that converts an *Aegis Animator* .SCR file to *Cyber's* .DLT animation file format. Disk numero dos contains six GDOS text fonts of various sizes plus eleven art files for use with the tutorials in the manual – and pretty clear it is too, not too technical and well illustrated.

TOOLS OF THE TRADE

Boot up and you reach a black screen with a Play Back Bar at the bottom and a GEM stylee menu bar at the top. Hurrah! *Cyber Paint 2* is one of those welcome programs that doesn't toggle away from your image! It gets brownie points right from the start!

Drawing is dead straightforward; select a brush shape from the Brush Menu and a colour from the, erm, Colour Menu to set the Palette. The Draw Menu contains laser rifle, smart bombs and a Goblin Teasmade simulator. *(That's a load of old cobblers. Ed.)* Oh alright then. The main drawing tools of Line, Circle, Box and Polygon are available, plus airbrush which again works well and is very fluid; also Streak, Stipple, Fill and Text.

The Modes Menu features a Zoom function. Sadly, this is not as flexible as the DEGAS zoom as it doesn't contain an extra normal size image but is still workable. X-Ray and filled copy are supported and once you get used to using them, they again work well.

TECH SPEX:
Requires 520K for painting; 1 Meg or more for animations.

RE-ANIMATOR

Now we come to the bit that sets *Cyber Paint 2* apart from other ST art packages: its animation functions. The growing trend of supporting other screen formats is continued, with both NEO and DEGAS included, as well as a program to access *Aegis Animator* files. This means that artwork from other packages can be imported and worked on as well as bits and pieces you have created in the drawing section of *Cyber Paint 2* itself.

The animation system works by creating separate frames and using the Playback Bar to flick through them to create the illusion of movement. Just like in the movies. *(But do you get to call yourself 'Key Grip' or 'Big Boy' or whatever it is? Ed.)* You can trace and blue your images, even blur the backgrounds to give the prime image a feeling of true depth. But the beauty of *Cyber Paint 2* is that frames can be made to pass through, behind or in front of other frames. You can cut and paste parts of a frame into other frames; these blocks can be resized and distorted at will; plus the whole screen image can be flipped and tumbled around the screen.

THE VERDICT

Cyber Paint was one of the best kept secrets of the ST, never getting the recognition it deserved. But with this upgrade, its operation is smoother and the animation functions have been extended to make this the best all-round Art Package currently available for the ST. The only gripe I have is with the Zoom mode. I'm still waiting for a *Deluxe Paint* type zoom to appear on the ST. But that apart, I like its ability to import artwork from other packages and although its animations are memory intensive, the results are well worth it. Do yerself a favour – search out *Cyber Paint 2*. You won't be disappointed.



These are the Raisins, a screen from a *Cyber Paint II* animation: some quite complex sequences that include twisting and tumbling, are made easy.



Over and under, first the bees were drawn and then the text was placed into position. This again is made easy with *Cyber Paint II*.

WHAT'S WHAT

TITLE	Cyber Paint 2
PUBLISHER	Antic*
PRICE	£69.95
FORMAT	ST
RELEASED	Out now

*UK Electric Distribution

DIG THOSE DIGITIZERS



This fetching leopard was produced by the Rombo Vidi/Amiga and Vidichrome upgrade using the RGB filters. It has not been touched up with image processors.

ROMBO VIDICHROME

Rombo Vidichrome has a couple of points in its favour straight off: a) it's Scottish and b) it's dead cheap. It's an upgrade for the excellent *Rombo Vidi-Amiga/Pal* digitizer. For those of you that haven't yet seen the *Rombo Vidi-Amiga*, check it out. At 99 sovs it's a steal. Image quality is very high – I've seen worse on digitizers at three times the price. And you can adjust the contrast and brightness, a neat little touch. In fact, the best thing I can say about the *Rombo Vidi-Amiga* is that I bought one. *(And if you've ever tried to get a drink out of Alan, you'll know how mindblowing that is. Alcoholic Ed.)*

So at under 20 pounds how does the *Vidichrome* shape up? Well it works by using the RGB filters that are supplied with it. You can grab a HAM image in the quick merge mode or grab each colour in turn which I found gives the best results. Now under normal cirumstances, cheap usually means poor quality but this is not the case with *Rombo*. Why? 'Cos the *Vidi-Amiga* is the best digitizer for under 500 quid and I've tried 'em all. Now with the addition of *Vidichrome*, amateur artists need look no further for their HAM pics.

TECH SPEX:
Needs 520K, so no worries. Rombo can be reached on 050 641 4631.

WHAT'S WHAT

TITLE	Vidichrome
PUBLISHER	Rombo
PRICE	£16.95
FORMAT	Amiga
RELEASED	Out now

Anyone looking to buy an Amiga digitizer is in for a treat as two brand spanking new packages are soon to be released. One is a budget model upgrade and the other a full-blown all-singing, all-dancing luxury model. So get this...

MARCOM FRAME GRABBER



This is a live action 'Touch Down' grabbed from the Super Bowl using the HAM mode of the Marcom *Frame Grabber*. As you can see the image has held together with no smearing, an excellent result for both the '49ers' and Marcom.

TECH SPEX:
Requires a mere 520K. More info on 01 941 6117.

Take a trip through time and space to the other end of the price spectrum and you'll be teleported into the world of the Marcom *Frame Grabber*. At 500 spondulicks, the package is aimed fair and square at the semi-pro and amateur who can afford to pay for superior quality.

The Marcom offering is the PAL version of the Progressive Peripherals NTSC Frame Grabber. Marcom, based in Northampton, have developed the hardware and Progressive the software. The *Frame Grabber* supports five black and white, three HAM, and an amazing 22 colour formats, including three extra-halfbrite ones. *('Thingies' in normal parlance. Jargon Ed.)*

The *Frame Grabber* gives you the choice of either live grabbing or separate RGB image grabbing with a colour wheel. As always, the colour wheel gives the best results but the live colour images are also excellent, even at a fast grab rate. The grabber captures one image and displays it; but a multiple exposure of still images uprates the quality. Palette reworking is also provided in the software.

I was using the beta test software and Marcom inform me that Progressive Peripherals are uprating it to include a host of picture manipulation modes, such as those found in their excellent *Pix-Mate* package. So it's going to end up even better...

Frame Grabber allows you to create a series of grabs in an Animfile and play them back. This is great for examining movement or even explosions. You can then load non HAM ones into *D. Paint III* for any reworking that you want to do.

The black and white images are so sharp and clear that I nearly lost my self control. Oooh, sends shivers down your spine. The colour images produced by any digitizer depend on getting the right setting and in this case, once you have mastered this, the results are the best I have seen for the Amiga.

The Marcom *Frame Grabber* is so good that just to get hold of one it's worth... erm... doing something you really don't want to do *at all*. Like cleaning the toilet or going to lunch with Margaret Thatcher. Get it or regret it.

WHAT'S WHAT

TITLE	Frame Grabber
PUBLISHER	Marcom
PRICE	£500
FORMAT	Amiga
RELEASED	Out now



The Marcom *Frame Grabber* was used to digitize this black and white publicity photo of Bonnie Tyler, using the b/w mode, and caught it exactly; the best results I have ever seen.

VISION ON



The Winner of the Artifacts/US Gold 'Their Finest Hour' Competition, a DornierDo17Z-2 Bomber, submitted by J. Edwards **of** Penywaun, Mid Glamorgan, **using *Quantum Paint* on the ST. Congratulations; a copy of the game will be winging its way to you as soon as the ST version is released. Space prevents printing the runners-up but they were** D. Galloway, T. Meredith, **and** B&R Terry. **Well done.**



A smacking good pair of lips from Thomas Irvine **of** Newtownards, Co.Down, N.Ireland, **no details of package but drawn on the ST.**



Mat Anthony **of** Crewe Cheshire **sends 'Mr Heli' into orbit using *Photon Paint II* on the Amiga.**

WRITE TO THE POINT

Dear, dear. We do have problems. Still, as Claire Rayner always says, "Don't fret, Alan Tomkins is an arty git and he can answer all your queries about graphics matters, loveys." Your problem will be treated entirely confidentially and will only be revealed to my wife, kids, cat, dog and all serious hip gamesplayers in the UK.

ELITE SQUAD

I have had a 520ST for about six months now and use DEGAS *Elite*, and would like to know the following. Is there any way I can get more than two screens? Also is there any way that I can get Co-ordinance while drawing?
AlanClay, St. Ives, Cornwall.

Check that when you boot up, you don't have any accessories in memory. This includes the Control Panel. You will then have three screens; also to get co-ords, hit the help key.

WHICH PACKAGE

I am getting an Amiga for Christmas and I am purchasing a paint package but can't decide which one. I was wondering if you could advise me.
Andrew Johnson, Blackpool.

The best paint packages for the low res mode are Deluxe Paint III for painting, but if you want to try full screen animations, then try Zoetrope; but if you want to try HAM painting try Photon Paint II (see Issue 3 for details). Then when you have finished a few pictures, send them in to Vision On..

ANTI-ALIASING

You say in your tutorials that you can smooth the edges by 'anti-aliasing' – what's that?
T Meredith, BFPO33(d).

Anti-Aliasing is the technique of smoothing angled lines that on a computer come out looking like steps. Say you have a black line on a white background. Look at your palette and pick a colour that comes about half way between black and white (if your palette lets you, use more). Now place the intermediate colour on the step and you'll see that it smooths it out.

Loadsa mail this month – encouraging stuff, particularly since the quality of artwork is very high. Keep it coming chaps. And remember – if you want your disks returned, enclose a stamped addressed Jiffy Bag as well.

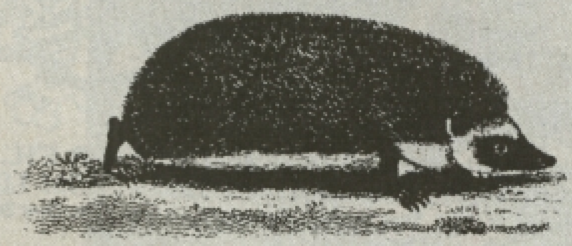
Send your letters, pictures and tips to Artifacts, 14 Rathbone Place, London, W1P 1DE.

ADVENTURES





This month a handful of admirable adventurers have made *Mike Gerrard* a very happy Man (With The Beard) by erm... writing to him actually. And in return Mike generously reveals why shaving is totally out of bounds. Here's a little clue...



This month saw the ZERO adventure mailbag start to take off... but I just caught it in time and nailed it back down to the desk so that I could answer all the letters in it.

Not all were asking for help. Some were ever-so-kindly offering it, like this strange creature, a mysterious man who goes by the name of **The Grue**. All seasoned adventurers know that The Grue is a creature invented by Infocom's Dave Lebling that lurks in the dark and kills unsuspecting players. Well this Grue lives in darkest Ormskirk, a famous place because if you go to the town's hospital you might spot a blue plaque on the wall which says "The Man With The Beard was born here, 5th May 19..." (The year has been defaced by persons unknown.)

The Grue has established a reputation for having a vast knowledge of all Infocom games and has been been writing in the Adventure Probe fanzine for a while. Here he reveals the secrets of how to solve Infocom's greatest hits. By concentrating on Infocom games he's been able to reveal all their bugs, their amusing responses and so on. He wants to share his knowledge with the world now, so invites any ZERO reader who might be struggling with any Infocom game for any machine in existence to write to him for help. Just enclose an sae, that's all the chap asks. It is a chap, by the way, this can be revealed, as apparently there's a Mrs Grue as well. Poor woman. The vital address, before I forget it me hearties, is **64 County Road, Ormskirk, West Lancs L39 1QH**.

The Grue offers the following advice for anyone playing *Trinity*: Try asking the bird woman about Trinity; try eating the skink; try eating a toadstool; jump off the cliff with the lemmings. You know what a lemming is: it's one of those boring people who read ordinary games mags.

Mr D.P. Crump of Loughborough used to be a lemming as he admits writing to the adventure sections of three other 16-bit mags and never getting a reply. Not so with ZERO! As long as you enclose an sae then you'll get a reply. I might tell you I've no idea how to solve your problem, but at least you'll get an answer. I couldn't help Mr Crump, as it happens, who wants to try to get to the second part of *Joan Of Arc*, a dashed difficult game and one that no one as yet seems to have progressed very far with. Certainly not me. And I haven't yet seen a solution for it printed anywhere. Can any readers come to Crump's rescue? And mine too? Any help on *Joan Of Arc* and Inspector Clues-eau will be printed.

I suggested to Mr Crump that he might try ringing The Guiding Light, a telephone adventure helpline service. They claim to be able to help with most adventures and

even some arcade games too (whatever they are). The number to dial is (0898) 338933 and be sure to get it right as one wrong digit and you could find yourself listening to 'Lusty Linda's Sexy Secrets' by mistake (hem hem). The helpline is open seven days a week till midnight and if you want to write for details the address is **10B Hulme Hall Road, Manchester M15 4LY**.

Ian Brown takes me to task for my alleged anti-graphics bias. Ian complains that in the first issue of ZERO I said "I won't be writing about them if I can avoid it" and claims that this is a very biased and stupid attitude towards graphics in games. Ian didn't give me his address so I have to reply here. If you'd read what I said, it was that I wouldn't be using the adventure pages to review 'arcade-adventures', which are very different from 'graphics adventures'. If I didn't review adventures with graphics, I'd have a section about two inches long. "If you don't sharpen up," Ian threatens, "you'll be letting down an otherwise excellent magazine. I suggest you go out and buy some very juicy graphic adventures like *Chrono Quest* to remind you how wrong you are!" Play a few text adventures too, Ian – they'll improve your reading skills. (Oooh, I can be right bitchy at times.)

Steve Clay of Ellesmere Port (a wonderful drink), would obviously not get on well with Ian Brown. Maybe we could settle the text versus graphics issue once and for all with a stand-up fight between these two guys. Steve says "the only reason for graphics is so that companies have something to put on the back of the box. If graphics are so important, why do most games have an option to turn them off? The imagination is much more fertile than a static graphics display! Imagine a novel with pictures. Anyone who read *Lord of the Rings* and then saw the film must have been disappointed. Using the Grue as an example, without a picture it looks exactly like the player wants it to look but with a picture there's no choice. Keep up the good work and until graphics can truly add a dimension to games, let's keep to the written word."

Fighting talk, eh? I tend to agree with Steve, even if it does put us in a minority. But then again I always think that a minority's the best place to be.

A final thought-provoking comment from **Robert Hampton** of Maldon: "My mates think that your beard is really a stuffed hedgehog stuck to your chin with double-sided tape. Can you confirm this?" Utter rubbish! Kindly tell them that I *am* the hedgehog and have to go through life with this weird human being creature stuck to me with double-sided tape. And that's all for this month folks. Hello and goodnight from Spiny Norman.

WHIPLASH AND WAGONWHEEL

My precious play-list feature has been missing lately, which is not 'cos I haven't been playing adventures, crikey no. I reckon the last time a week went by when I didn't play an adventure, it was the famous year when Stanley met Livingstone; when Karl Marx met Frank Spencer; and when Alan Freeman met Oliver Hardy and Bruce Willis and set up their well-known chain of high street shoe shops.

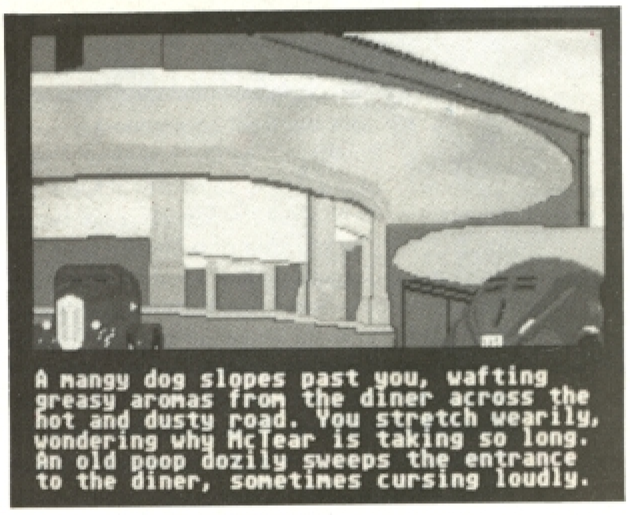
This month's game comes at an equally historic moment as it's the first 16-bit release from a company called Zenobi Software, which is already well established in the Spectrum adventure market. Their 16-bit debut is on the Atari ST with a game called *Whiplash And Wagon-wheel*, which sounds kinda fun. I haven't discovered why it's called that yet... except it's written by two guys, so maybe one of them likes wagon-wheels and the other one likes... *(Snip. Legal Ed.)*

It takes place in good old 1958, You're Jonathan Masterson (oh yes you are, don't argue) and are hitching round the good ol' United States of America. You get a lift from a truck-driver named McTear but as you pull into Hantsville the engine splutters and dies. McTear heads for the garage, and you sit and wait... and wait... and hang on, this is getting boring. Better get out there and find him fast.

You start the game sitting in the cab, where I advise a good search round before climbing out and getting on with the hunt. Then you can check out Hantsville. South is Old Joey, the street sweeper, a mine of information if you treat him right and beyond him is Georgio's Grease Joint – looks the kind of place where they'd do you a good roachburger. And don't drink the coffee. You can even investigate Georgio's back passage. Where on earth do they think up these locations?

In the town library you see Magg the town slag and another local character know as Billy Bent, though we're not told why and I didn't try to find out. The game's got umpteen locked doors, a set of locked gates, a high window, a museum you need a pass for and a guy who won't let anyone into his house but the sheriff – I tried fibbing but he wouldn't believe me.

If you see a cheapo mail-order game for the ST then you can usually guarantee that it's been written using STAC, but this one isn't – or if it is then I'd like a series on how the authors did it, please. There are drop-down windows at the top of the screen which you can switch on and off, showing Visible Exits, People Present and Visible Objects. Another window drops down showing your own inventory. You can program the function keys for whatever inputs you like, there's an OOPS and a RAMSAVE, as well as a graphics on/off command. The pix themselves are pretty good and in total there's 700Ks



worth of data spread over two disks.

This is definitely a game for those who don't take their adventures too seriously and like a bit of a laugh while they play. Try to EXAMINE BARN, for example, and you're told "I can't see a naked woman any-where... oops, wrong response..." It also helps if you're a grubby little so-and-so. Well I liked it anyway! And at £7.49 it's a real budget bargain.

WHAT'S WHAT

TITLE	Whiplash And Wagonwheel
PUBLISHER	Zenobi Software
ADDRESS	26 Spotland Tops, Rochdale, Lancs.
PRICE	£7.49*
FORMAT	ST only

***See overleaf for ZERO special offer price.**

WELCOME TO THE HIPPY DOME

This is the bit where I invite you into my wonderful home – yes, into the palatial surrounds of the ZERO adventure section, with the hack-red wallpaper and slash-green sofa. Here you can pull up a pouffe and tell me all about what you've been up to adventure-wise. This month I invited Sue 'Syntax' Medley to join me in my inner sanctum, lie down on my couch (I'm no fool) and tell me how she's been getting on at trying to load PC adventures into her Atari ST. These are her very words:

If there's one thing that drives me mad about playing adventures, it's when I read a review of a game, think how great it looks, decide to buy it... and then find out that it isn't actually available for my computer!

My biggest disappointment came when Infocom released *Border Zone* and *Sherlock, Riddle Of The Crown Jewels*. The main reason I upgraded to an ST from my 'umble Speccy almost four years ago was to be able to play Infocom games – and now, here were Infocom releasing new products onto other machines, but not the ST!

Luckily, you can work round some incompatibility problems by using an emulator which is a piece of software (or, more rarely, hardware) that lets your computer run rival software – within limits. For ST owners, there are a few emulators available either commercially or in the Public Domain.

I tried the commercial program *PC Ditto* with my 520ST and, as with any emulator, there were several restrictions on how well it worked. Since *PC Ditto* resides in memory, the amount left for the software you are trying to run is reduced so a lot of the more advanced adventures won't work with smaller machines. Any software that you *can* get to load runs in CGA which means you only get four colours on the screen.

When I used *PC Ditto* with the PC version of *Sherlock*, lo and behold it worked! The software ran extremely slowly which was irritating when I mis-typed a word but if you want to play the game enough (and *Sherlock* is as entertaining as Infocom's earlier offerings) you'll persevere. *Border Zone* also worked – with the same speed restrictions.

Out of interest, I tested some other PC software. After all, a text-only adventure isn't the most complicated game about. Would my 520 be able to cope with graphics? And would I have the patience to wait while it tried?

My conclusions are that I think that most text-only games would probably load and run; all the early Infocoms I tried did and so did another text-only adventure called *Crime*. Infocom's *Journey*, which contains some token graphics, looked promising as it put up the loading screen. It then started to display the opening location – and died!

Guild of Thieves, Police Quest 2, Twilight Zone and *Legend of the Sword* wouldn't load because there wasn't enough memory. *Total Eclipse* loaded eventually but wouldn't run. *Police Quest 2* will load and run on a 1040ST but takes 20 minutes to load (yes, 20 minutes from disk – slower than loading a Spectrum tape adventure) and even then it's far too slow to play. The only real success was *Murder Club*.

So the results weren't brilliant. I'm glad that I've been able to play *Sherlock* and *Border Zone*, but as far as adventures with graphics are concerned – forget it! Even if your computer has a large enough memory to handle them, you will find them very tedious to play unless you have the patience of Job. STOP

CHEAP CHEAP CHEAP!

What's the most commonest complaint, as Del-boy would say, about 16-bit software? It's too expensive, right. Well my friends, I am here to offer you the bargain of a lifetime and I don't mean something that's just fallen off the back of a lorry down Peckham Market. I've been doing a bit of wheeling and dealing, ducking and diving and have come up with a way of saving a few pennies for the hard-up ST adventure player. And don't worry, Amigasters and others, there's something in the pipeline for you too, just as soon as Dynorod get here to flush it out.

This month, to announce their arrival on the 16-bit scene, **Zenobi Software** have agreed to do an exclusive offer for ZERO readers. Their adventures are already budget-priced but they're going to make them even budgeter for this month only. Their adventures normally sell at £7.49 but they're knocking £1.50 off and for the benefit of those who can't count, that reduces the cost to £5.99, including postage in the UK. But you can only get them at this price through the coupon in ZERO, although they will accept photocopies if you don't want to tear your priceless issue.

The special offer price applies to Zenobi's first release, *Whiplash And Wagonwheel*, which you should find reviewed in these very pages. But the company's also just signed up two slightly older releases and they're on offer too. First there's *The Jade Stone*, well reviewed in Issue One of ZERO and previously sold by Marlin Games at eight quid. Then there's the *Domes Of Sha* trilogy, not quite so well reviewed in Issue Two of the mag when it was first released by River Software at £9.95. But if you fancy three perfectly playable text-only adventures for £5.99, alias two quid a time, complete the coupon forthwith – or even fifthwith.

THE ADVENTUROUS COUPON

Send to: **Zenobi Software,**
26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

NAME ____________________

ADDRESS ____________________

____

____________________ **POSTCODE** ____________________

I enclose my cheque/postal order for £ ____________ for the following neatly-ticked ST adventures at £5.99 a time, as offered exclusively to ZERO readers. (Price includes postage inside the UK. Overseas readers please add £1 per game to cover extra postage costs.)

◯ **The Jade Stone** ◯ **Whiplash And Wagonwheel** ◯ **Domes Of Sha trilogy**

GERRARD'S THE NAME

(Posh Scottish accent) **Well Pussy, they call me The Man With The Beard, double oh six point five, licenced to answer all your questions about those blasted adventure games. Not the real ones you understand – can't abide messing up the tuxedo, don't you know. *(Shoots Russian-looking thug hiding inside the water bed and plugs the hole with a 3.5 inch floppy thingy.)* Sorry darling, I have a pressing engagement with Spectrum. You can reach me by writing to The Man With The Beard, care of Her Majesty's Secret Service, ZERO, 14 Rathbone Place, London W1P 1DE. Oh and next time, leave your pet python at home.**

DATEL ELECTRONICS

EXTERNAL 3.5" DISK DRIVE

- Slimline extra low profile unit - only 6" long!
- Top quality drive mechanism. Fully compatible.
- Throughport allows daisy-chaining other drives (Amiga only).
- A superbly styled case finished in computer colours.
- 1 meg unformatted capacity.
- Good length cable for positioning on your desk etc.

AMIGA VERSION SINGLE DRIVE
ONLY £69.99
ST VERSION
ONLY £89.99 WITH FREE OCP ART STUDIO



AMIGA ONLY **TWIN DISK DRIVE ONLY £129.99**

ADD £5 FOR COURIER DELIVERY IF REQUIRED

EXTERNAL DRIVE SWITCH (AMIGA ONLY)

- Switch in/out of external drives.
- Save on memory allocated for drives not currently in use.
- DF1 & DF2 controlled.

ONLY £9.99

AMIGA VIDEO DIGITISER

- 256 x 256 display with 16 grey levels.
- Realtime frame grab 1/50th second.
- Takes standard composite Video input from camera or Video recorder.
- Screen update 1 frame per second, single, continuous or buffered display.
- Load, Save facilities including IFF Save.
- Edit picture, cut, copy, paste and undo.
- Special effects, reverse, negative, mirror, compress, etc.
- Increase the width of the display to 320 x 256 automatically or manually.
- Plugs into the parallel port of your Amiga 1000/500/2000.
- Comes complete with its own power pack.

ONLY £89.99



REPLACEMENT MOUSE

- High quality direct replacement for mouse on ST/Amiga.
- Teflon glides for smoother movement.
- Rubber coated ball for minimum slip.
- Optical system counting - 500/mm.

Special offer - free mouse mat + mouse house (worth £7.99).

ONLY £29.99
COMPLETE (STATE ST OR AMIGA)

GENISCAN GS4500 ST/AMIGA



- An easy to handle Handy Scanner featuring 105 mm scanning width & 400 dpi resolution enables you to reproduce graphics & text on your computer screen.
- Adjustable switches for brightness & contrast.
- Printout for Epson compatibles.
- With Geniscan you have the ability to easily scan images, text & graphics into the ST/AMIGA.
- A powerful partner for Desk Top Publishing.
- Powerful software allows for cut & paste editing of images etc.
- Save images in suitable format for most leading packages including DEGAS, NEOCHROME, FLEET-STREET, DELUXE PAINT etc.
- Unmatched range of edit/capture facilities simply not offered by other scanners at this unbeatable price.

SPECIAL OFFER
COMPLETE WITH OCP ART STUDIO (ST) OR DELUXE PAINT II (AMIGA) FOR ONLY £189.99
INCLUDING HARDWARE/SOFTWARE



ST TIMEKEEPER CARTRIDGE

- The correct time/date every time you switch on your ST.
- Works with most GEM type applications.
- Battery backed Clock/Calender.
- On board Lithium battery for extra long life.
- Displays in 12 or 24 Hr. format.
- Comes complete with set-up disk & alarm clock utility.

ONLY £29.99



512K RAM EXTENSION CARD

- Available with/without calendar/ clock option.
- Simply plugs internally into A500 slot.
- Switch in/out with switch supplied.
- Fitted in minutes - no soldering etc.
- Accepts 41256 DRams (zero K RAM fitted).
- With calendar/clock onboard time/ date automatically booted.
- Battery backed to retain time/date.

ONLY £19.99
FOR STANDARD CARD TO ACCEPT 512K

ONLY £34.99
FOR VERSION WITH CLOCK/ CALENDAR

NB THESE PRICES ARE FOR BOARDS WITHOUT RAM CHIPS. PHONE 0782 744707 FOR RAM PRICES. PHONE FOR LATEST FULLY POPULATED BOARD/RAM PRICES.

5.25 EXTERNAL DISK DRIVE

- Add an external 5.25" Disk Drive to your ST.
- 40/80 track switchable.
- Up to 720K!!
- Ideal for PC Ditto etc.
- Attractively styled in computer colours.
- Comes complete with its own power supply unit built in.
- 5.25" Disks are much cheaper too!!

ONLY £99.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

LAUNCHPAD

CONSOLES

TELEGAMES

Europe's Largest Stock of Video Games & Cartridges for:

PC SUPERGRAFX
ATARI LYNX COLOUR HANDHELD
COLECOVISION
SEGA
KONIX
ATARI 2600 and 7800
INTELLIVISION
NINTENDO GAMEBOY
PC Engine
Nintendo
SEGA MEGA DRIVE

The leading Video game specialists.
Send for lists (state make of game)

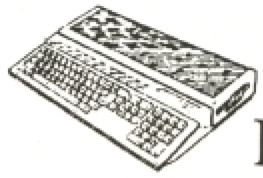
TELEGAMES, WIGSTON, LEICESTER LE8 1TE (0533 880445)

HARDWARE

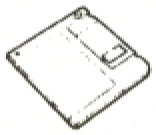
CAPITAL COMPUTERS



AMIGA A500
From £349



ATARI
520 STE
From £279
Includes MEGA PACK Software



BLANK DISKS
All 100% guaranteed

10 Branded.............. £ 8.00
10 Sony Branded....£12.95

12 HOME ST, TOLLCROSS, EDINBURGH (031) 228 4410

Mail Order and Trade Enquiries Welcomed

HELPLINES

COMPUTACHAT

Are you a computer games player, programmer, musician or artist? Would you like to make friends with other computer enthusiasts?
Dial Computachat and be connected with up to 10 people at once. Chat about games, music, arts, software, hardware — anything to do with computers! Swap tips, pokes, even software.

Ring Computachat on
0898 338939
Experts on hand to help with games problems

GUIDING LIGHT, PO Box 54 SOUTHWEST MANCHESTER M15
Calls charged at 25p per minute off-peak 38p per minute peak time

ADVENTURE HELPLINE

GUIDING LIGHT

Do you play computer adventures?
Have you ever been faced with a seemingly impossible situation?

WE CAN HELP YOU

Our adventure rescue team works 7 days and evenings a week and will be pleased to answer your queries.

We offer help on any game on any computer.

So, if you're tearing your hair out ring this number now.

Keep this number safe
25p per minute off peak 38p per minute peak time

0898-338933

HARDWARE

SWIFT COMPUTERS

PERIPHERALS
3½" branded discs & labels from........75p
40 cap lockable 3½" box........£4.99
80 cap lockable 3½" box........£7.99
Mouse mat........£2.99
Cheetah joystick........£6.99
Software up to 25% off RRP.
Swift special magnum 4 for the Atari ST, After Burner, Double Dragon, Operation Wolf, Batman Caped Crusader — all for £25.00
Please add £1.00 per order delivery.

HARDWARE
A500 Batman pack........£395
A500 ½ MB Expansion inc. Dungeon Master.£89.99
A1084 P Colour Monitor inc. Lead........£239
Atari Power Pack........£385
Atari Explorer Pack........£299
1224 Colour Monitor inc. Lead........£295
Commodore/Atari black & whie printer.......£149.99
Connecting cable for above........£9
All hardware prices include delivery.

102 Crawley Drive, Hemel Hempstead HP2 6BU. Tel: 0442 54563/58637

SOFTWARE

when was the last time your mail order put a smile on your face?

Why is it our many customers praise our excellent service and continue to shop with us? Simply because we are the best in mail order with a service that is beyond comprehension.
Hi grade 3M/Sony bulk disks: £8.00 per 10, £15.80–20, £36.00–50, £70.00–100.
Std 3.5 720K (Kao) disks: £8.90–10, £13.50–20, £20.10–30, £31.40–50, £55.99–100. 3.5 80cap boxes: £6.50 (add £2.50 to cover P&P).
10 Sony/Verbatim/Tdk (with free disk) DS/DD Branded boxed: £11.50 inc. Soft mouse mats: £3.00. Mouse houses: £2.00. Twin Joystick extenders: £4.00. Dust covers (ST/amiga): £3.00. Midi (10ft) cables: £3.00. M.E.S. 512K ram switchable upgrade: £77.00. Cumana 3.5 1Mb ext drive: £87.95.
Include vat and P&P with sameday delivery and complete with our no nonsense warranties. Best prices on all your hardware/software requirements. Send Large SAE for prices. Phone Paul now or send in your order with Cheque/PO or Access/Visa/Connect you order (usual details) for immediate despatch to:

Joy Of Life Arts, (Zero 1), 45 Elswick, Skelmersdale, Lancashire WN8 6BX. Telephone: 0695 32382 (24 hrs)

SOFTWARE

NOT ALL PUBLIC DOMAIN LIBRARIES ARE THE SAME

Thousands of ST users already know, so why don't you discover the difference and send for the latest free catalogue from Goodman Enterprises.
Now firmly established as one of the leading suppliers of Public Domain and Shareware for the Atari ST.
Send a first class stamp or telephone for further details.

GOODMAN ENTERPRISES
16 Conrad Close, Meir Hay Estate Longton, Stoke-on-Trent ST3 1SW

VISA
☎ 0782-335650
Access

yikes!

THE READERS' PAGES

Send all your old crap to Yikes, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE – there might even be a spanking free 'gift' in it for you.

HIGHEST JOYSTICK IN THE WORLD

Here's where we ask you to pack up a joystick, cart it with you to somewhere 'high' and photograph it. And this month we've almost got a tie – both entrants have smashed the 3000 foot barrier (and spookily enough they're both Quickshot II users).

First up is **Fraser MacDonald** of Hurlford in Ayrshire: *"Enclosed is my entry for the Highest Joystick In The World. The photo is of my Quickshot II at the summit of Ben Lomond, a rather high mountain in Scotland (that's 3194 feet to be precise). I sweated blood to get to the top of that blasted mountain for the picture – so you'd better print it".*



Secondly we have **Barry Juniper** of New Eltham in London who took a slightly less strenuous approach: *"I was given a surprise birthday present of a half hour flight in a Cessna aeroplane – as soon as I was told, I thought of ZERO and grabbed my joystick. The Cessna (a four seater by the way) took off at Headcorn in Kent, and the pilot took us up to 3,700 feet. We flew over Leeds Castle. It was brilliant".*



So that's what you have to beat now: 3,200 feet for somewhere reached by leg power or 3,700 feet if you use an aircraft. A fabulous software prize could be yours for the taking.

HMSO

BUILDING TIPS

By Robert McAlpine Junior

Hello builders: you may have noticed the 'notepaper'. That's right – I'm in prison this month. Unfortunately last month's legal problems got out of hand and I lost my temper in court – laying into the prosecution witness and breaking his jaw. So, I'm on a new charge now. In fact two new charges – contempt of court and actual bodily harm. Still, that's life – and anyway, the original charge of laying unfeasibly deep garden wall foundations was dropped, so things aren't that bad. Um, well actually they are quite bad but you know what I mean. Being inside does give me one thing though – and that's time: time to go through your letters, so let's have a look.

Dear Robert Junior
After reading your column I decided to 'go for it' and set up my own construction and demolition business, but I've run into some problems. Please could you help:

1) How do you build a wall that stays up? (Mine keep falling down.)

2) Concrete: what's the right sand to cement ratio? My concrete never seems to 'work' properly: it's all sort of dusty and slides about all over the place.

3) Where on earth do you get skips from? Do you have to buy them? In which case, do you have to buy one of those special 'picking up and putting down' lorries as well?

4) If I invested in a dumper truck, could I also use it as a private light goods vehicle? (I can't afford a car *and* a dumper, you see.)

Jonathan Andrews
Humberside

You do seem to be in a fix, don't you? Still, I admire your 'get up and go' attitude and hope this will be of some help...

1) Normally I'd say go for incredibly deep foundations, but I've had to do a rethink on that one (given my current gaol predicament), so I'll say go for no foundations at all, but build your walls in an upsidedown 'V' shape with a very wide base. (This should make them self supporting.)

2) To make your concrete 'go off' (as we say in the trade), you want a 4:1 ratio of sand and cement. Don't forget to add water though (which I suspect is your problem).

3) Ah, skips. No, luckily you don't have to buy them. You hire them and include the charge on the customer's final bill.

4) I'm not an expert in traffic law, but as far as I know you can just about get away with driving a dumper on the road as long as you tax it. However, if you do get stopped by the police, it's probably best to tell them that you're travelling between sites (although you may have difficulty explaining why you have passengers).



Dear Bob
Here's a tip for your readers – it concerns the pricing of jobs. Firstly, try to avoid pricing over the phone, as a potential customer's reaction is far easier to gauge in the flesh. The trick is to give a 'rough quote' based on what the job actually should cost, then, as soon as you've got the contract, start to add things on. £150 here, £200 there: you'd be surprised how it all mounts up. If it's done skilfully enough, the customer will normally pay the bill with nothing more than a little bit of a moan and you can find your profits literally doubled. However, if the customer *does* kick up a stink, you can always backtrack to just above your original figure, make out you're doing him a massive favour, and still end up with a 50 quid 'bonus' in the back pocket.

Dave Peters
Dudley, W. Midlands

Well. I'm not quite sure if I approve of those tactics, but as I always say – the world would be a boring place if we all did things the same way – so well done. (I personally ask the client to pick the original figure and pay out of my own pocket if things go over budget.)

Till next month then and please write (as there's not a lot for me to be getting on with in here – they won't even put me on prison garden duty). Oh and not only will your correspondence give me something to read, it might well earn you a software prize into the bargain.

BLACK SHAPE

(The Alternative Letters Page)

(Cue Neville Chamberlain voice) "I have here, in my hand, a piece of paper" ... Sniiiiip!! Oh no you don't matey! Right, that's dealt with him. So what are you lot wittering on about this month? Let's have a gander...

Dear Yikes!
(Black Shape, actually.)
I was thinking twice about buying ZERO number two (although I loved the first one), as I prefer Amiga only magazines. But when I flipped through and came across the Bungle interview: well, out came my £1.50. At last, a much debated subject over Jane's nose finally cleared up. And the crossword! Even I completed it (well, after two and a half hours I did). No, I didn't buy ZERO to hear that you can buy yellow and red 'glow in the dark' joysticks. Nor did I buy it to hear the latest news on the coin-ops (yawn), or for that matter the consoles. No – I bought it because it's funny, which puts it a head and shoulders above the rest. Thanks for your time and the magazine.
K. Hall Norwich, Norfolk.
● *And thank* ***you*** *for the ten pound note I found in your envelope. I don't know whether it was a bribe, a present, an accident or what (seeing as you failed to even mention it) but you can take my word that it has been well spent. Thanks again.* **Black Shape.**

Dear Black Shape
Down the side of my fridge is a black shape not unlike your good self. Is this a relative of yours or what? *(No it's not – I haven't got any relatives. Black Shape.)* If so, could you tell it to vacate the premises immediately, as I have some Tom and Jerry stickers to put there.
Justin Mason Ryde, Isle Of White.
● *Blimey, don't talk to me about the sides of fridges. The tiny strip of kitchen floor between your average fridge and whatever stands next to it is one of the most unhyigenic areas known to man. If a couple of baked-beans accidentally ping down there do you clean them up? No, of course you don't, the gap's far too small to reach into. So there they stay, to be joined over the years by 'chums' of all creeds, colours and flavours. It's criminal.* **Black Shape.**

Dear Black Shape
I am the Blue Blob, a relative of yours. *(You deaf or something? Bog off! Black Shape.)* I am the leader of the MCTTWRTU (Multi-Coloured Thingies That Will Rule The Universe). But beware, ZERO readers, for we are massing underground in readiness for invasion. Soon hordes of Thingies will destroy your hapless human armies and World Domination will be ours. Ha, ha, ha, ha, ha. You will be hearing from me again!
Blue Blob.
● *Not if the men in white coats get to you first, I won't.* **Black Shape.**

Dear Black Shape
On the Amiga version of F/A 18 *Interceptor*, load the game as normal and when requested to enter a log disk, enter an uninitialised write enabled disk and press Return. You will then be told that the disk entered is not a DOS disk. Now simply replace the game disk in the drive and you will have access to all the missions.
Darren Edge, Farningham, Kent.
● *So? What the hell are you telling me for? This isn't bleedin'* Crystal Tips, *you know.* **Black Shape.**

Dear Black Shape
Lindsey, I love you more than a banana milk shake – more than a pint of real ale and, oh yes, more than my dear old faithful loving, devoted, caring computer.
Philip Knights, Blofield Heath, Norfolk.
● *Blimey, Lindsey's going to be swept off her feet by that one – to be loved more than a banana milk shake is more than any girl could ever hope for. If things are actually that serious between you I think it's about time you offered her a cup of 'Gold Blend' (if you get my drift).* **Black Shape.**

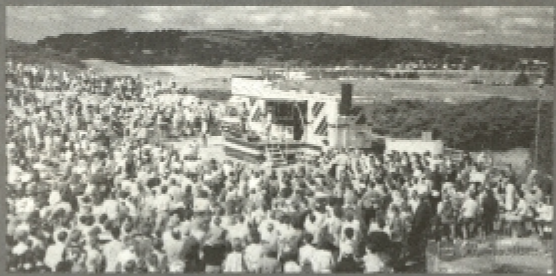
To the Black Shape
I was really determined to buy a Commodore Amiga complete with 1084 'S' monitor, so I saved my shekels and did my research so that when I went to the computer shop I'd have some knowledge of the jargon (and know if they were crapping me). I had everything set, popped down to the shop and to my amazement found that Commodore had stopped making the 1084 'S' – exactly why, nobody seemed to know. Now, as Commodore clearly advertise the Amiga as a stereo sound machine, I obviously don't want to buy a non-stereo monitor. I engaged in further research and another five weeks passed. Only one dealer (and this was an Atari shop) had any useful info, telling me about a new monitor called the 1084 'P', but what the 'P' stood for he didn't know. Two more weeks passed and I actually saw this 1084 'P'. Checking out its specifications I thought maybe the 'P' stood for Polyphonic or something, but no – it still means mono. Thanks Commodore – now I must suffer with an Amstrad like everybody else.
Adam 'P' for 'Pissed Off' Finch, Yardley Wood, Birmingham.
● *No you don't, no you don't. Listen – I've got a sideline. Stereo Amiga monitors for not a lot of dosh. I know a bloke who knocks them out at £99 apiece. They're a total bargain. What you get is a high resolution stereo monitor cunningly disguised as a 1972 Ferguson 21 inch colour television set with two transistor radio speakers blu-tacked to the sides. These monitors may be big, they may be bulky and there may be wires sticking out of the back, but they work brilliantly – I can, er, almost guarantee it. Send me a cheque now (made out for CASH to save time this end) – you won't regret it.* **Black Shape.** *(You will regret it actually. Ed.)*

Dear Black Shape
Does our dog (who ate a packet of digestives in three minutes and 20 seconds without ripping the packaging) beat the world record? We found out that these biscuits *do* do something to the digestive system because of what we found on the floor the next morning.
A Friend Of Black Bag, Holmfirth, Hudds.
● *You may have a chance here. Norris said there was no record for biscuit eating – but that was in the 'homo sapien' catagory: no mention of our canine chums at all. I'll see what I can do, so bear with me for a couple of issues: that disgusting splodge you had to clean up may reap you a small reward. (But it probably won't.)* **Black Shape.**

Dear Black Shape
I am replying to (or rather having a go at) James Butt's letter in issue three. Clearly a very amusing and funny letter but I (and no doubt many other readers of your sauce mag) spotted that he had copied all his material out of issue one of the magazine *Gas*. So, James Butt is clearly a dipstick and cannot think for himself. Also I wonder if he is aware of the copyright violations involved. Here's a final message to James – next time you try to be smart don't get caught out, dipturd!
Jon Archer, Croyde, North Devon.
● *Cripes. A dipturd, eh? (That's a new word on me.) Anyway, brilliant, we've got the start of a fight on our hands. Come on James, you can't take that one sitting down. If the allegations are true then explain yourself. If they're not, then come back with a counter attack – unless you want to take it 'lying down' as it were. And if anyone else wants to join in then they're welcome too. Let's go for it. (Bundle.)* **Black Shape.**

CLAIMS TO FAME

Got any photos of yourself standing next to a celebrity? Well, send them to us then. We'll print them and then send them back to you, sellotaped to a 'prize'. Any celebrity will do – from a 'low ranker' i.e. Jimmy Tarbuck to someone strictly in the first division (such as Michael Barrymore). *(Whaat? Ed.)*

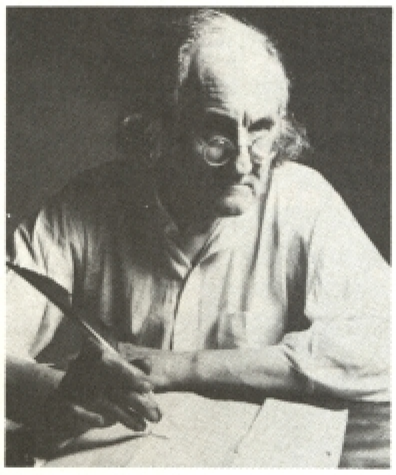


Roberto Wilkins of Carmarthen sent us a pic of a crowd surrounding (microscopes out) Radio One's Mike Read. Apparently Roberto is in the crowd, and therefore is (quote) *"in the same photo as a famous Disc Jockey."* (unquote). However, we suspect that Roberto actually took the photograph himself, which means that he isn't in the crowd at all – he's behind the camera. So prize or no prize then? We'll have to give it some thought (and flick a coin – 'heads he wins, tails he doesn't'.) Hm. Tails. Sorry, no prize.

From **Steve Button** of Whitchurch in Bristol we received this shot, which was snapped at a Fun Run in Bristol late in 1989. It may have been in aid of a good cause (i.e. the N.S.P.C.C.) but that still doesn't help with the identity of the 'so-called' celebrity: we know her name's Alison Holloway because Steve wrote it about eight times in his accompanying letter – but, erm, who on earth is Alison Holloway? We've never heard of her. She's probably a sports person who won a silver medal in 1984 or something. Or maybe she's some children's TV presenter from a programme we've never seen. Oh dear, it's 'heads or tails' time again. Oh, it's heads. Blimey – he gets a prize. Come on you lot – surely you can do better than this.



NOSTRADAMUS ALSO PREDICTS...



More gems from the Nostradamus tome. An 'expert' checked our findings and gave them the thumbs up.

Flightless birds will find their homeland chang'd, as will those of the wooden shoes.

The melting of the ice caps is going to get well underway, much to the horror of both penguins and people who live in Holland.

First there were four, then two and then one. After much deliberation he will withdraw – and then there will be none.

Paul McCartney will finally realise that he's actually quite crap and stop making records.

ASTRONOMY CORNER

By Professor Bernard Nebula (Britain's first Astronaut)

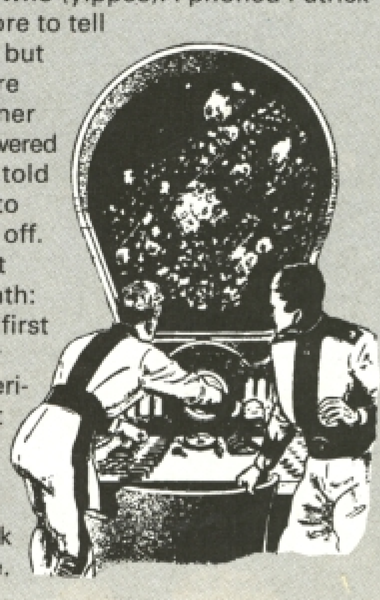




You may recall that last month I had something to reveal about Patrick Moore and Claire Rayner. Well, here's the 'dirt'. Apparently Patrick was at a jumble sale, waiting to pick up a new jacket for roughly nought pence, when the aroma from the cake stall wafted over to him. And guess who was on the cake stall? Yes, – Claire Rayner. So he drifted over to her, they got talking and it transpired that not only was Claire interested in the Cosmos (and beyond) but that Patrick was actually a frustrated agony uncle. So that was it – they'd 'clicked': off to the pub for a few bevvies, out for an Indian and then back to Claire's place for 'coffee' (hem hem).

Anyway, enough idle tittle-tattle, here's the news on the science, technology and astronomy front: NASA has discovered a small Black Hole in the Solar System. Scientists worldwide had been wondering why the asteroid belt seemed to be (albeit very slowly) getting smaller: even after allowing for a small amount of random contact and destruction there was still a slight misbalance between the projected and actual numbers of rocky bodies. Then an observer in the Mount McGovern observatory in California noticed the asteroid that we call 'Big Bertha' suddenly disappear. It was there one second and then it wasn't (and he actually captured this disappearance on film). Further experiments, using theories from Einstein to Hawking, assertained that the cause was a black hole of roughly the diameter of a football. And guess what? NASA has plans to send a space probe out to collect this Black Hole and bring it back to earth. And guess who's going along for the ride? Me, that's who (yippee). I phoned Patrick Moore to tell him but Claire Rayner answered and told me to bog off. Next Month: The first ever experiment on a captive Black Hole.





GIVE OR TAKE

Are you the Arfur Daley of computers? Got some software to swop? Some hardware in your lock-up? After someone to replace her indoors? Or perhaps you're ready to grass on a new fanzine? Well, you've come to the right place. Put your ad in Give Or Take by filling in the coupon below (not more than 30 words) and remember it's completely FREE! But we'll break both your legs if you try to sell software and businesses can bog off to the Launch Pad section.

HARDWARE

● PC Engine with eight Arcade HV cards plus PAL Converter. All for £190. Will swop for Amiga 1/2Meg and Exter Disk Drive. Phone Keith on 051 931 4673.

● For Sale Nintendo £80. Good condition, includes Zapper, 2 Controllers and Control Deck, plus *Duck Hunt*, *Kung Fu* and *Urban Champion* games. Phone Lee 641 6305 after 4.00 pm.

● Sega Master System for sale – 17 games, four joysticks. Light Gun plus three games. Rapid Fire Unit. All excellent condition. Sell for £350. Tel. 0922 612960 after 4.45 pm any day.

● Amstrad CPC 464 with colour monitor, £350 worth of games, joystick and mags. Altogether worth well over £600. Sell for £200. Ring Tom at Chelmsford on 0245 74655 after 4.00 pm.

● For Sale. MPS 803 DOT Matrix Printer. Compatible with C64 etc. Price about £120, offers welcome. Printer good condition. Phone (01) 543 9119 after 6pm. Ask for Raymond about printer. Buyer collects.

● Speccy +2 Joysticks, Multiface 128, RAM Music Machine, B&W TV, £600 of latest software including *Chase H.Q.*, *Power Drift*, *Hard Driving*. Bargain at £190. Craig Roberts, 6 Goldfinch Lane, Oakwood, Warrington.

● Atari 2600 Games Console, with 10 games, Atari joystick and all instruction manuals. Good condition, £50 o.n.o. Contact Hastings 51828.

● Atari ST, mouse, software including: *Super Hang On*, *Stunt Car Racer*, *Falcon*, *Gunship*, etc. All leads, original packaging. Excellent condition. Sell for £270. Phone Paul on (0634) 30687 after 6pm.

SOFTWARE

● Atari 520 ST contacts wanted, to swop games and tips. All the latest stuff. Just send an sae to: David Williams, 50 Dorstone Covert, Druids Heath, Birmingham. Please enclose list of your games.

● Do you want games? I want games! So write to me now for a list of games to swop. 100 per cent reply. Charles Kearns, 17 Lochgreen St., Glasgow, Scotland G33 1DW.

● Amiga owners!! If you're in the game, don't be lame!! Contact "The Quadrant" for the latest!! Write to: "The Quadrant" 50 Loraine Crescent, Darlington, Co. Durham DL1 5TF.

● Amiga contacts wanted to swop hints, tips, cheats, games. Send lists to: John Welsh, 7 Moorfoot Place, Penicuick, Midlothian, Scotland EH26 0AS. Disk-senders get priorty, all will get a reply. Will help new-comers to the Amiga.

● Amiga contacts wanted to swop games and stuff. 100 per cent reply. Write or phone: Jez, "Longlands", 39 South Rd., Wyke Regis, Weymouth, Dorset DT4 9NR. Tel. (0305) 785244.

PENPALS

● Amiga contacts wanted. Write to: Paul, 11 Holly Grove, Lees, Oldham, Lancs. OL4 3TL, or phone (061) 652 0366.

● Atari ST contacts wanted, age between 15-17. Write to: Paul Talbot, 11 Wheat Field Close, Barnton, Northwich, Cheshire CW8 4JL. 100 per cent return guaranteed.

● Amiga Pen Pals wanted all over the world, especially in U.S.A. Write to: Gareth Keyes, 4 Glanmor Cres., Newport, Gwent, Wales NP9 8AX.

● European male/female Amiga contacts wanted. Write to: Colin, Ave Henri Houssaye 16, 1410 Waterloo, Belgium. 100 per cent reply guaranteed.

WANTED

● Wanted: Amiga 500 external drive. Willing to pay £40. Tel Antony Lehmann: (0602) 459345.

● C'mon all ya Groove-Seeking Atarist Replay 4 Users!! Wanna swop samples?? Yeaaaah!! Ooooo h!! Yeaaaah!! Ooooh!! Then write to: Paul Mixboy, 51 Yeading Lane, Hayes, Middx. UB4 0EN.

● Graphic Artist wanted for Demos and games. Computer not necessary, but Atari ST or Amiga would help. For more info. write to: Richard Parker, 258 Mansfield Rd., Intake, Sheffield S12 2AR

LONELY HEARTS

● Are you a lonely (16+) female ST user wishing to swop tips, games etc. with a mature male (17+)? Look no further! Write to: M. Hardy, 582 Barnsley Road, Firvale, Sheffield S5 6UA.

● Hard-drivin' male ST'er (17) seeks Hard-drivin' female (16-18) to share lap of honour with! Please write to: Paul, 26 Severn Drive, Milnrow, Rochdale, Lancs. OL16 3EV. Totally full of wit!

FANZINES

● PC Engine or megadrive? Then you need the hottest Fanzine available. Packed with news, reviews, tips, cheats etc. Send £1 to: Onn Lee, 125 Arnold Road, Bestwood, Nottingham NG5 5HR.

● *"Get Stuffed"* – ST Disk Magazine – Quarterly – Issue 5 out now – £3.50 inc. P&P or £12 for 4 – *"Stuffed"*, 50 Stewart Crescent, Northfield, Aberdeen, Scotland AB2 5SR.

● *"Sega Mode."* Great Newsletter/Fanzine including news, reviews and more. A4 sae to: 6 Albemarle Rd., St. Ives, Cambs. PE17 6UN for a pilot issue NOW!! Bi-monthly and dedicated to the Sega. Details (0480) 64639.

MESSAGES AND EVENTS

● Hi Scouser. Just thought I'd remind you of the score: Tranmere Rovers 1, Bolton Wanderers 3. From Bolton's number one fan Nick Green. Hi to Loki, Hunter, Keech and Danny.

● A message from M.C. Mark Kelly and D.J. Eezzy Lay (Jason Philpot): We will get to No.1 in the charts. So don't forget to buy our record!!!

STOP

BOOK YOUR FREE AD HERE

If you'd like to advertise in *Give Or Take*, please fill in the coupon below in BLOCK CAPITALS and send it to **Give Or Take, ZERO, 14 Rathbone Place, London W1P 1DE.** Don't forget to enclose your address and phone number and remember to mark the envelope with the appropriate section. We can't accept any software sales and private advertisers will have to advertise in the Classifieds section.

● Please include my advert (which is no more than 30 words) under the following heading:

HARDWARE ◯ SOFTWARE ◯ PEN PALS ◯ LONELY HEARTS ◯
WANTED ◯ FANZINES ◯ MESSAGES AND EVENTS ◯
BIRTHS, DEATHS, MARRIAGES AND DIVORCE ◯

Name ______________________

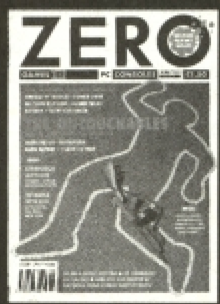
Address ______________________

______________________ **Post Code** ______________________

If you don't want to dissect your spanking new copy of **ZERO**, it's simple – use a photocopy.
WARNING: ZERO cannot guarantee to place every ad received. **ZERO 6**

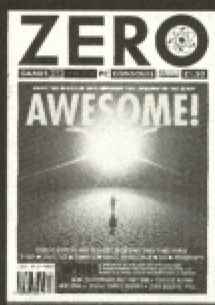
BACK ISSUES





Been silly enough to miss an issue? Quick, fill in the coupon!







Managed to miss an issue of ZERO? You dolt! Well, luckily for you we've got a few spare going so quickly fill in the coupon to secure your copies.

☐ **Issue 1** ☐ **Issue 2** ☐ **Issue 3** ☐ **Issue 4** ☐ **Issue 5**

Price: UK £1.95 (plus 50p p&p)
Overseas £1.95 (plus £1.00 p&p)

I enclose a cheque/postal order for £ ______________________
made payable to Dennis Oneshots Ltd.

Name ______________________

Address ______________________

______________________ **Postcode** ______________________

Complete the form and send it (with the dosh) to ZERO Back Issues, PO Box 320, London N21 2NB.

Editor: Tim Ponting; **Art Editor:** Catherine Higgs; **Deputy Editor:** David Wilson; **Production Editor:** Amaya Lopez; **Staff Writer:** Paul Lakin; **Designer:** Duncan Hemphill; **Adventures:** Mike Gerrard; **Console Action:** Richard Monteiro; **News:** Christina Erskine; **Contributors:** Duncan Mac Donald, David McCandless, Ivan Hawksley, Sean Kelly, Jon North, Mark Holmes, Sue Jones, John Minson, John Riglow, Alan Tomkins, Mike Singleton; **Ad Manager:** Daniel Healy; **Ad Executive:** Chris Skinner; **Ad Production:** Anne Marie Allen; **Advertisement Director:** Alistair Ramsay; **Publisher:** Teresa Maughan; **Production Manager:** Judith Middleton; **Circulation Manager:** Stephen Ward; **Marketing Services Manager:** Zoe Ringrose; **Subscriptions Manager:** June Smith; **Finance Director:** Colin Crawford; **Managing Director:** Stephen England; **Chairman:** Felix Dennis; **Published by:** Dennis Oneshots Ltd on behalf of Dennis Publishing Ltd., 14 Rathbone Place, London W1P 1DE; **Telephone:** 01-631 1433; **Fax:** 01-436 7924; **Imagesetting:** Cymbol Ltd, 15 Newman Passage, London W1 Tel 01-323 1686; **Repro:** Graphic Ideas, London; **Printed by:** Riverside Press, Gillingham, Kent; **Distribution:** SM, 6 Leigham Court Road, Streatham, London Tel: 01-677 8111.

FREE! TENSTAR PACK WORTH OVER £229!


FREE! - AMEGAS - by Players

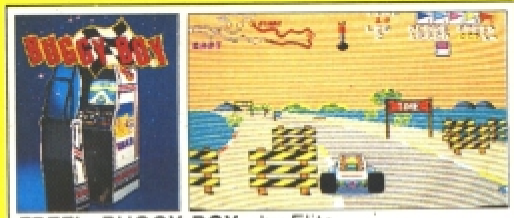

FREE! - INSANITY FIGHT - by Microdeal


FREE! - ART OF CHESS - by SPA

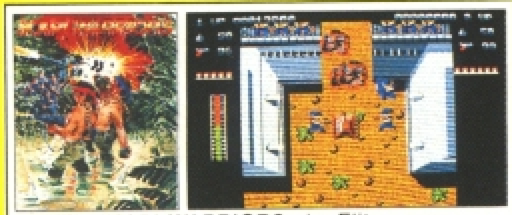

FREE! - MERCENARY COMP - by Novagen


FREE! - BARBARIAN, ULT WARRIOR - by Palace


FREE! - TERRORPODS - by Psygnosis


FREE! - BUGGY BOY - by Elite


FREE! - THUNDERCATS - by Elite


FREE! - IKARI WARRIORS - by Elite


FREE! - WIZBALL - by Ocean

Commodore AMIGA



£346.95 +VAT= £399

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	**£399**

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	**£649**

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
	£229.50

TOTAL RRP: £229.50 INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P OBA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Ltd, ZERO APR 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX.

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

Postcode: ....

Do you already own a computer
If so, which one do you own?

ers at the
rted very
. We have
ooked our
this year."
vans
ftware

uccess. The
ided a
customers
ferent
der one
n so doing
tremely

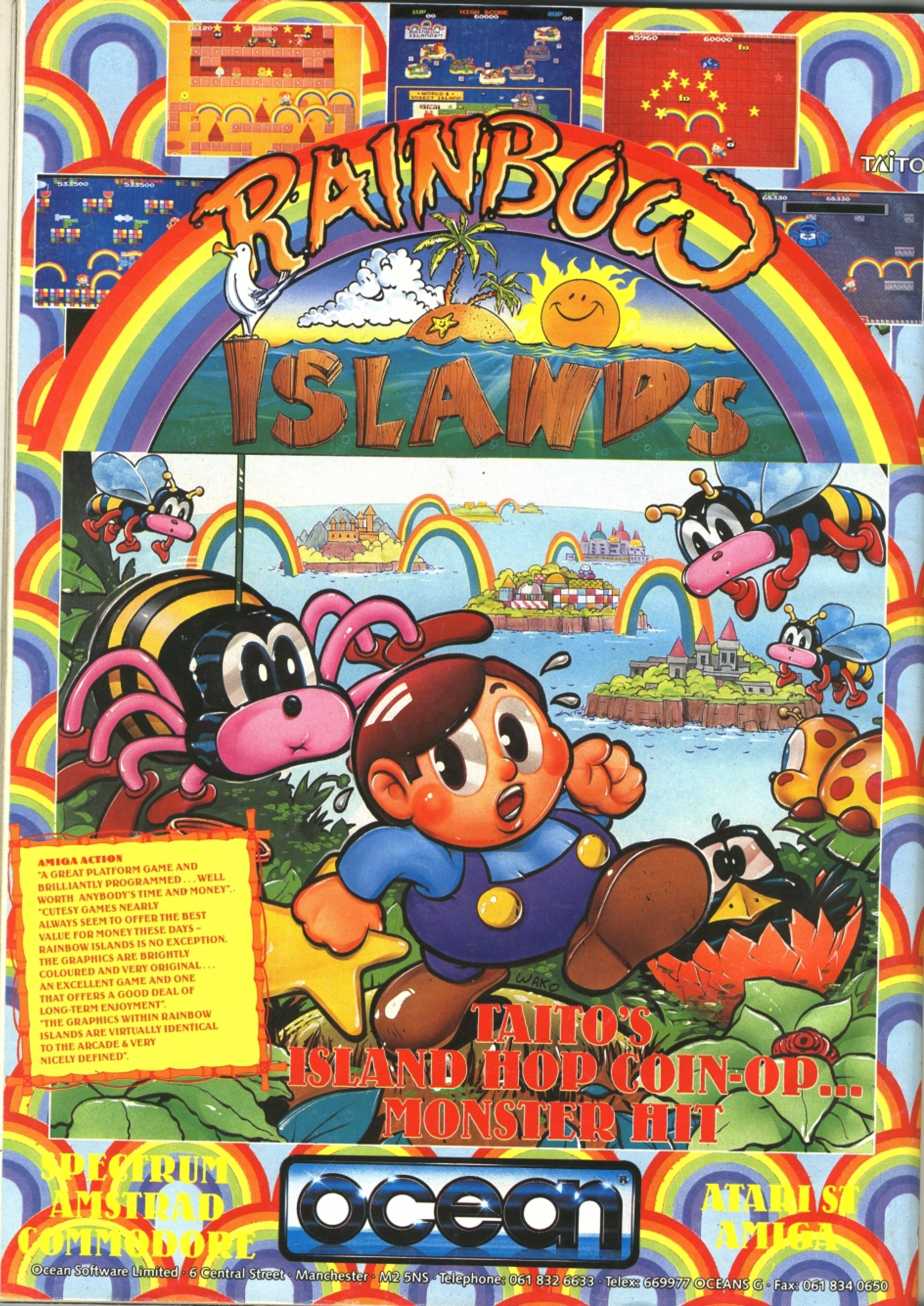
ker
op

e stunned
el and

e."
Poel
ck

ho came
nitely
in buying
of money
ands. We
tely be
year."
mpitt
r Express




TAITO
RAINBOW ISLANDS
AMIGA ACTION
"A GREAT PLATFORM GAME AND BRILLIANTLY PROGRAMMED . . . WELL WORTH ANYBODY'S TIME AND MONEY". "CUTESY GAMES NEARLY ALWAYS SEEM TO OFFER THE BEST VALUE FOR MONEY THESE DAYS – RAINBOW ISLANDS IS NO EXCEPTION. THE GRAPHICS ARE BRIGHTLY COLOURED AND VERY ORIGINAL . . . AN EXCELLENT GAME AND ONE THAT OFFERS A GOOD DEAL OF LONG-TERM ENJOYMENT". "THE GRAPHICS WITHIN RAINBOW ISLANDS ARE VIRTUALLY IDENTICAL TO THE ARCADE & VERY NICELY DEFINED".
TAITO'S ISLAND HOP COIN-OP... MONSTER HIT
SPECTRUM AMSTRAD COMMODORE
ocean
ATARI ST AMIGA
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650



ISSUE SIX ZERO

EVERY YEAR MORE PEOPLE ARE KICKED TO DEATH BY DONKEYS THAN DIE IN ACCIDENTS IN THE HOME.

APRIL 1990

ZE

GAMES ST AMIGA

PUT THE BOOT IN!

EMLYN HUGHES INTERNATIONAL SOCCER

PLAYER MANAGER

MANCHESTER UNITED

WIN!

A DAY OUT WITH THE HAMMERS!

OVER £2000 WORTH OF FOOTIE GAMES!!!

